Vray white box or grey rendering, and full color rendering

Full complete Tutorial from: Chyi

Step 1: Open the "家装部分" folder given by the teacher

-8- 家装部分(FromMsWang)

File Home Share View

Pin to Quick access | Copy | Paste | Cut | Copy path | Paste shortcut — Clipboard

Move to | Copy to

This PC › Data (D:) › -8- 家装部分(

Name | Date modifie

1客厅 简约风格 7/1/2019 2:10
2客厅 北欧风格 15/10/2018 1:
3客厅 美式风格 15/10/2018 1:
4客厅 中式 东南亚风格 15/10/2018 1:
5客厅 欧式风格
6客厅 田园地中海 10/2018 1:
7餐厅 厨房 10/2018 10
8卧室 简约 北欧 15/10/2018 10
9卧室 欧式 美式 15/10/2018 10
10卧室 中式 15/10/2018 10
11儿童房 书房 15/10/2018 10
12玄关 过道 卫生间 地下室 娱乐室及其它 15/10/2018 10

Open

You can preview photos by number

12 items 1 item selected

5客厅 欧式风格

File Home Share View

Pin to Quick access | Copy | Paste | Cut | Copy path | Paste shortcut — Clipboard

Move to | Copy to | Delete | Rename — Organize

New folder | New item | Easy access — New

Properties | Open | Edit | History — Open

Select all | Select none | Invert selection — Select

This PC › Data (D:) › -8- 家装部分(FromMsWang) › 5客厅 欧式风格

Search 5客厅 欧式风格

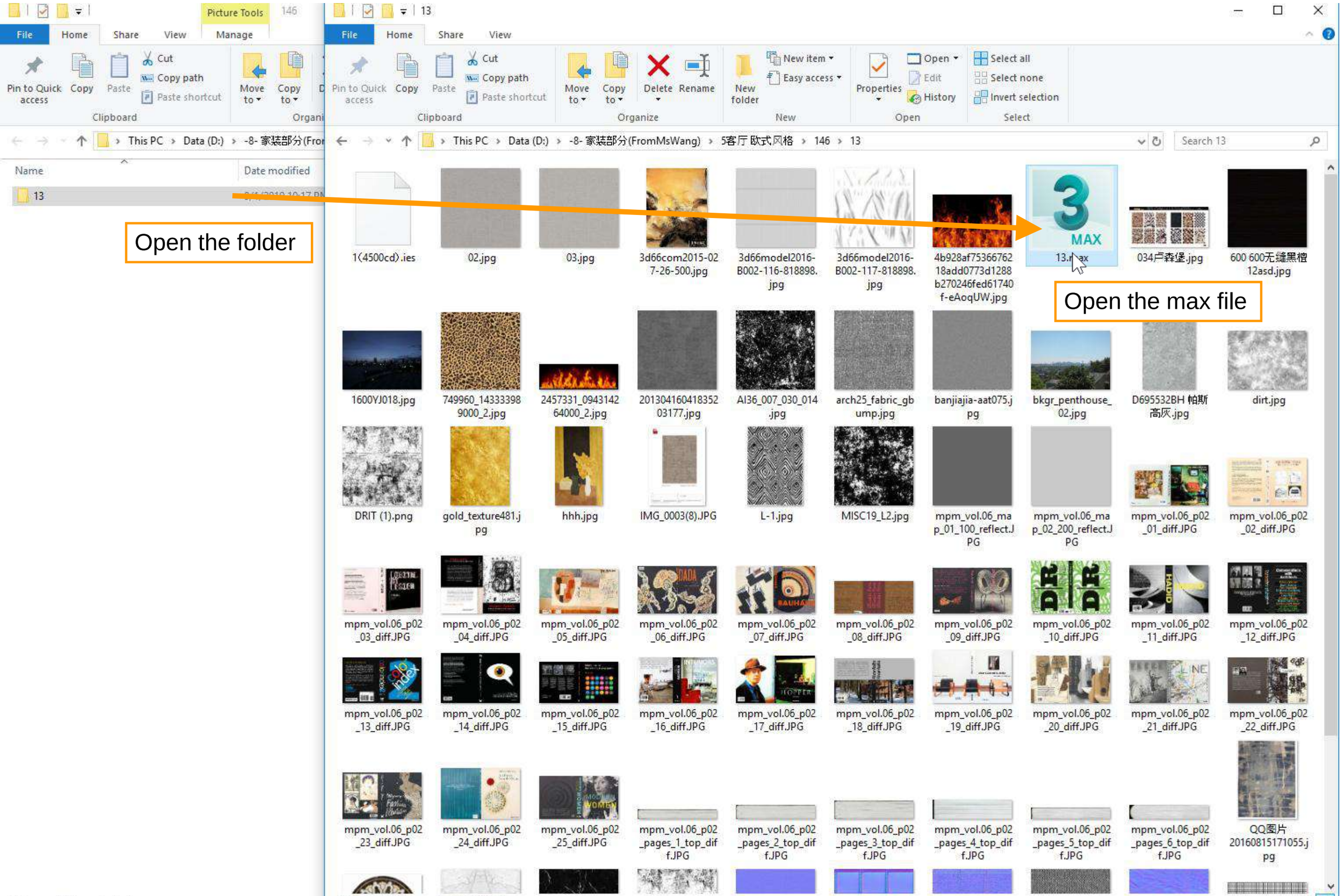
144 145 146 147 148 149 150 151 152 153
154 155 156 157 158 159 160 161 162 163
66 167 168 169 170 171 172 173

144.jpg 145.jpg 146.jpg 147.jpg 148.jpg 149.jpg 150.jpg 151.jpg 152.jpg 153-1.jpg
153-2.jpg 154.jpg 155-2.jpg 155-3.jpg 156-1.jpg 156-2.jpg 157.jpg 158-1.jpg 158-2.jpg 158-3.jpg
159.jpg 160.jpg 161.jpg 162.jpg 163.jpg 164.jpg 165.jpg 166-1.jpg 166-2.jpg 166-3.jpg
167-1.jpg 167-2.jpg 168.jpg 169.jpg 170.jpg 171.jpg 172.jpg 173-1.jpg 173-2.jpg

69 items 2 items selected

Open the folder

Open the max file



Please be patient, due to many 3D models in max file, which may cause 3ds Max lagging

Tips: If possible, turn off some unnecessary software, such as Google Chrome, etc

Also, plug in your laptop so it will increase speed for 3ds max working

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

【Q42333301-出
00000002
3ddd.ru
Box001
Box160
Camera001
Camera001.Tarc
ChamferBox001
Circle002
face005
face013
face019
face027
face029
face030
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face043
GRANVILLE
GRANVILLE002
Group001
Group005
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Group18710135
Group18710135
Group18710135
Group21126178

Workspace: Default

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

File Load: Gamma & LUT Settings Mismatch

The Gamma & LUT settings of the file do not match the System Gamma & LUT settings.

File's Gamma & LUT Settings:

Gamma & LUT Correction: Disabled

Bitmap Files Input Gamma: 2.2

Bitmap Files Output Gamma: 2.2

System's Gamma & LUT Settings:

Gamma & LUT Correction: Enabled

Bitmap Files Input Gamma: 2.2

Bitmap Files Output Gamma: 2.2

Do You Want To:

Keep the System's Gamma and LUT Settings?

Adopt the File's Gamma and LUT Settings?

OK

Choose

Adopt the File’s Gamma and LUT Setting

Click OK

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Loading...

X: Y: Z: Grid = 1.0cm

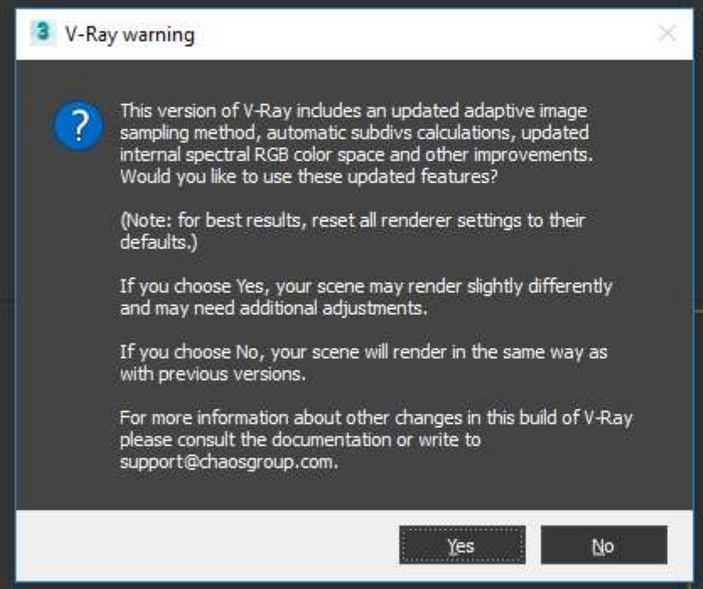
Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi

Due to the author using the latest vray, while we are using the vray version
So this message telling us whether you want to use latest features in old vray version


V-Ray warning
This version of V-Ray includes an updated adaptive image sampling method, automatic subdivs calculations, updated internal spectral RGB color space and other improvements. Would you like to use these updated features?
(Note: for best results, reset all renderer settings to their defaults.)
If you choose Yes, your scene may render slightly differently and may need additional adjustments.
If you choose No, your scene will render in the same way as with previous versions.
For more information about other changes in this build of V-Ray please consult the documentation or write to support@chaosgroup.com.
Yes
No

It depends on the situation.
If you choose Yes but the rendering result isn't good,
then you have to restart again, and choose No, and redo again

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

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Polygon Modeling

Select Display Edit

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face005
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Group18710135
Group21126178

Workspace: Default

Missing External Files

D:\2016\21\Render\111\Camera003.vrmap
D:\2016\21\Render\111\Camera003.vrlmap
E:\3d66\第8季-落地花卉篇\3DL单体原创第8季-落地花卉篇0714\MAX格式\24\24\3d66models-Vol08-24-1.jpg
E:\3d66\第8季-落地花卉篇\3DL单体原创第8季-落地花卉篇0714\MAX格式\24\24\3d66models-Vol08-24-2.jpg

Don't Display This Message at Render Time

Remove All Browse Continue

Click Continue

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Loading...

X: Y: Z: Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

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Group18710135
Group21126178

Workspace: Default

Obsolete File

Obsolete data format found.
The file may have been saved with a previous release.
-- Please resave file.

Don't display this message.

OK

Click OK

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AutoGrid

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Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Loading...

Welcome to Mi

X: Y: Z: Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

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Group18710135
Group21126178

Workspace: Default

[+][Camera001][User Defined][Default Shading]

After entering, you must switch the quality to Standard
So the pc will not lagging

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Click or click-and-drag to select objects

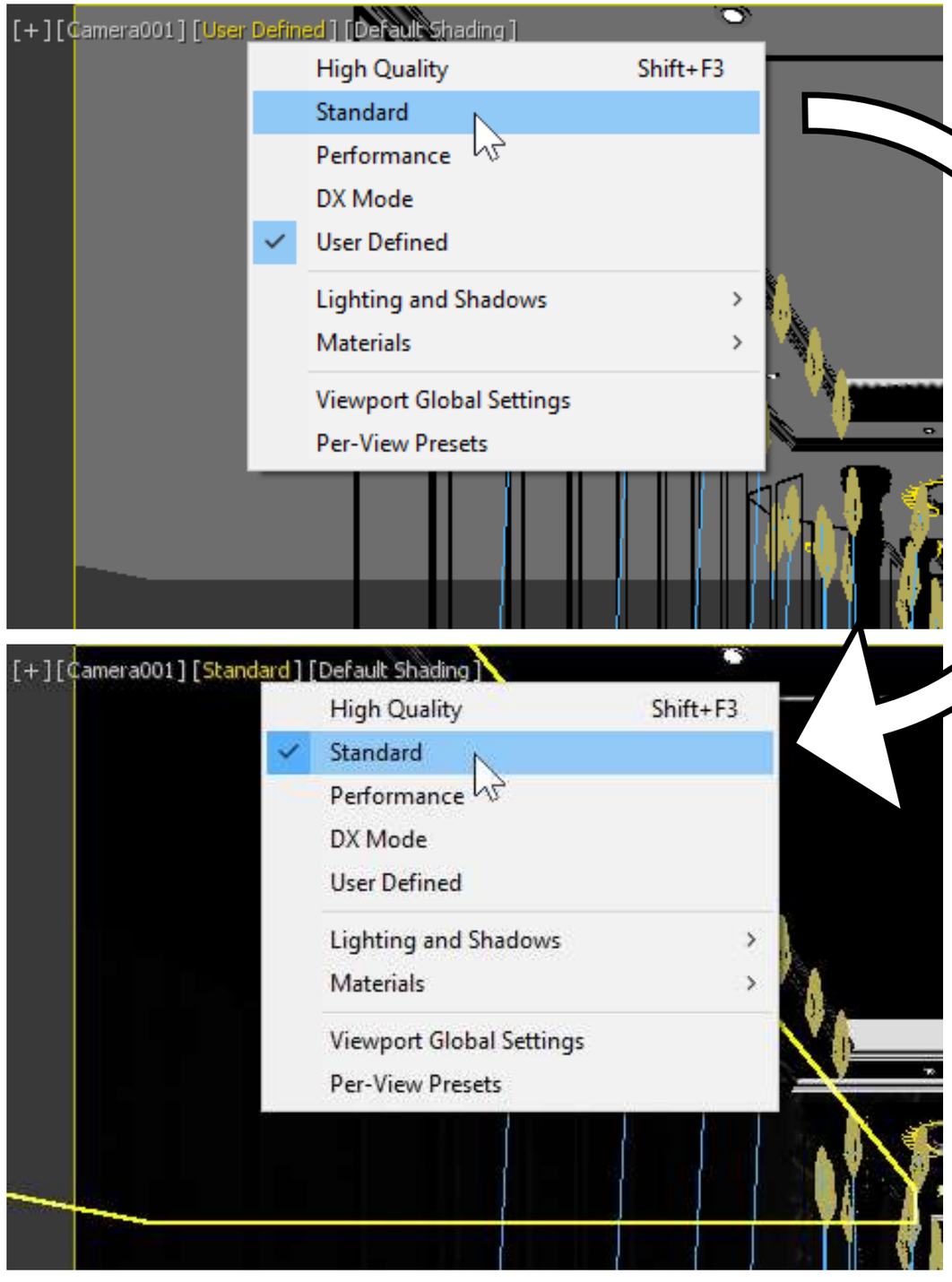
X: -9374.696r Y: -8432.484r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi



Left mouse button [User Defined]
And change it to Standard

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

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Polygon Modeling

Select Display Edit

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Group18710135
Group21126178

Workspace: Default

[+][Camera001][Standard][Default Shading]

Standard Primitives

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Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

Now the screen much more better and brighter
And you can see all the object clearly

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Click or click-and-drag to select objects

X: -11172.91 Y: -4307.618 Z: 0.0mm Grid = 10.0mm

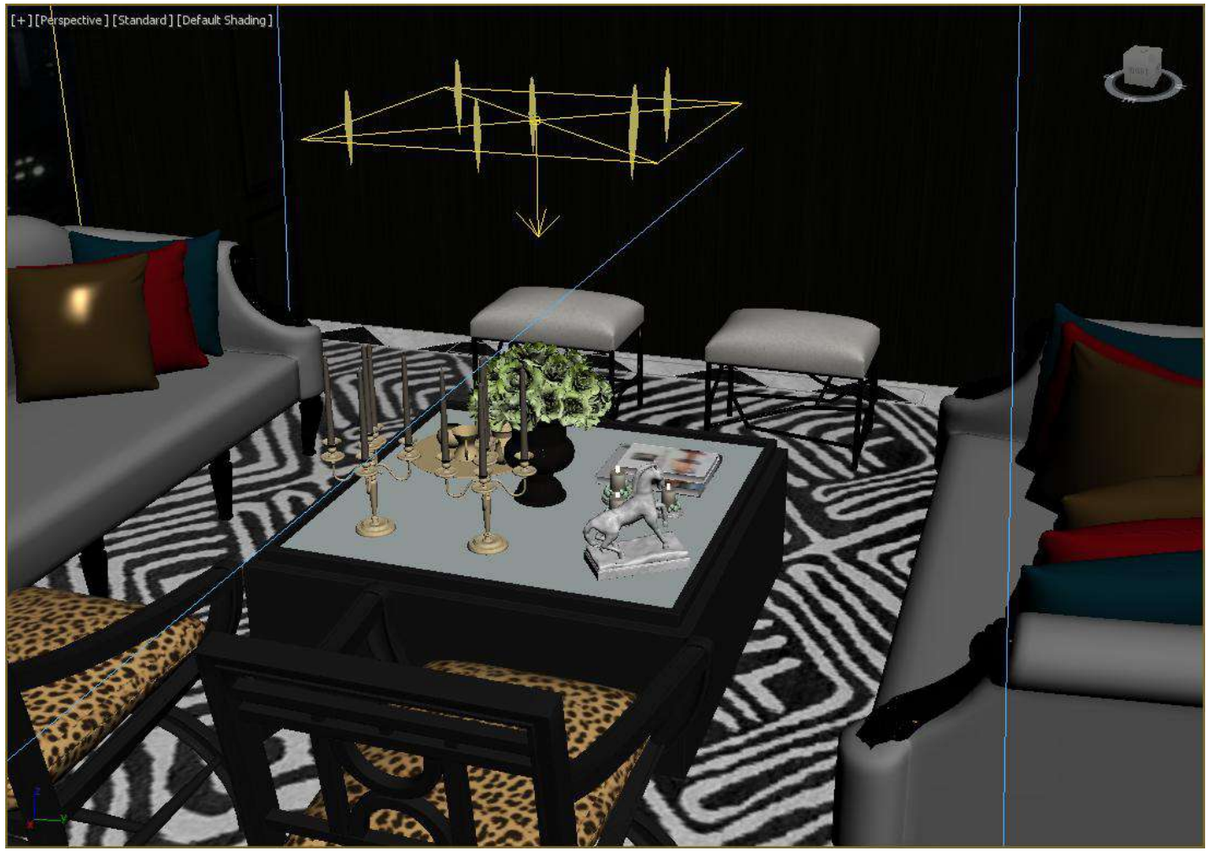
Add Time Tag

Auto Key Selected

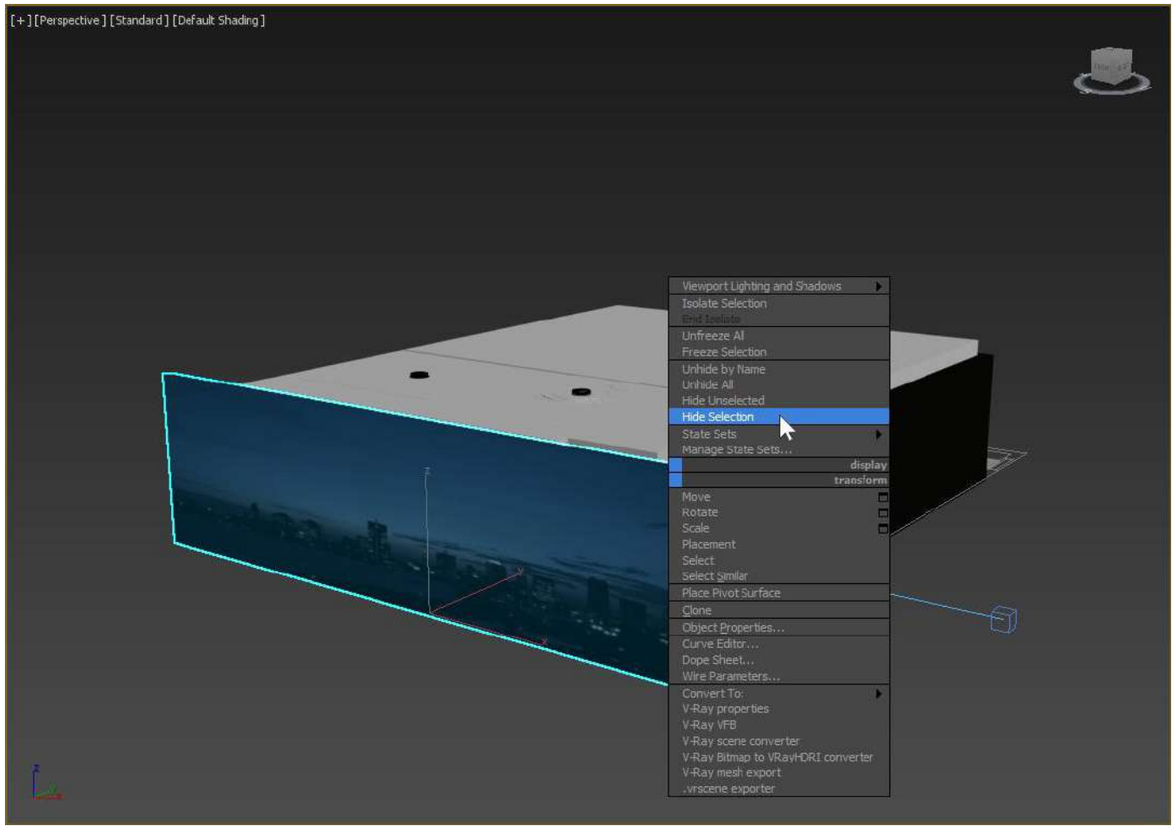
Set Key Key Filters...

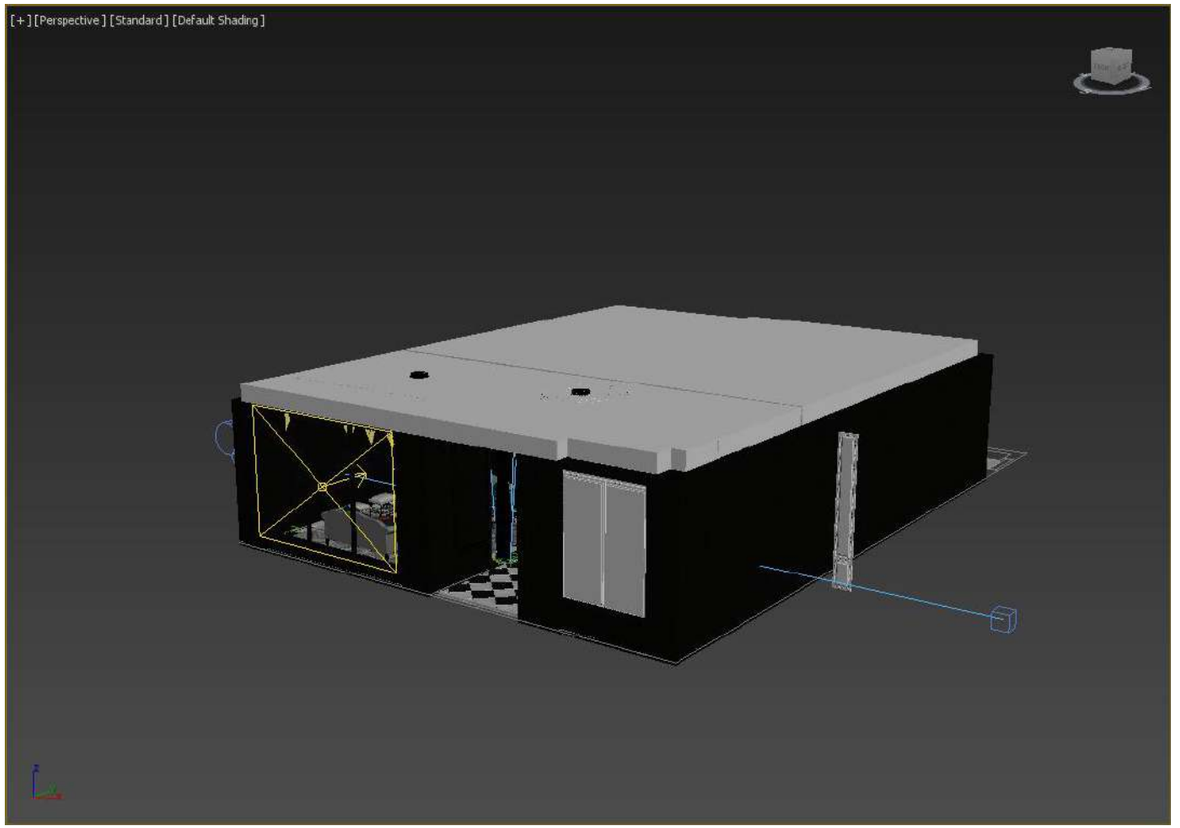
Welcome to M

Press "P" to change into perspective view, so you can moving around, zoom in and zoom out

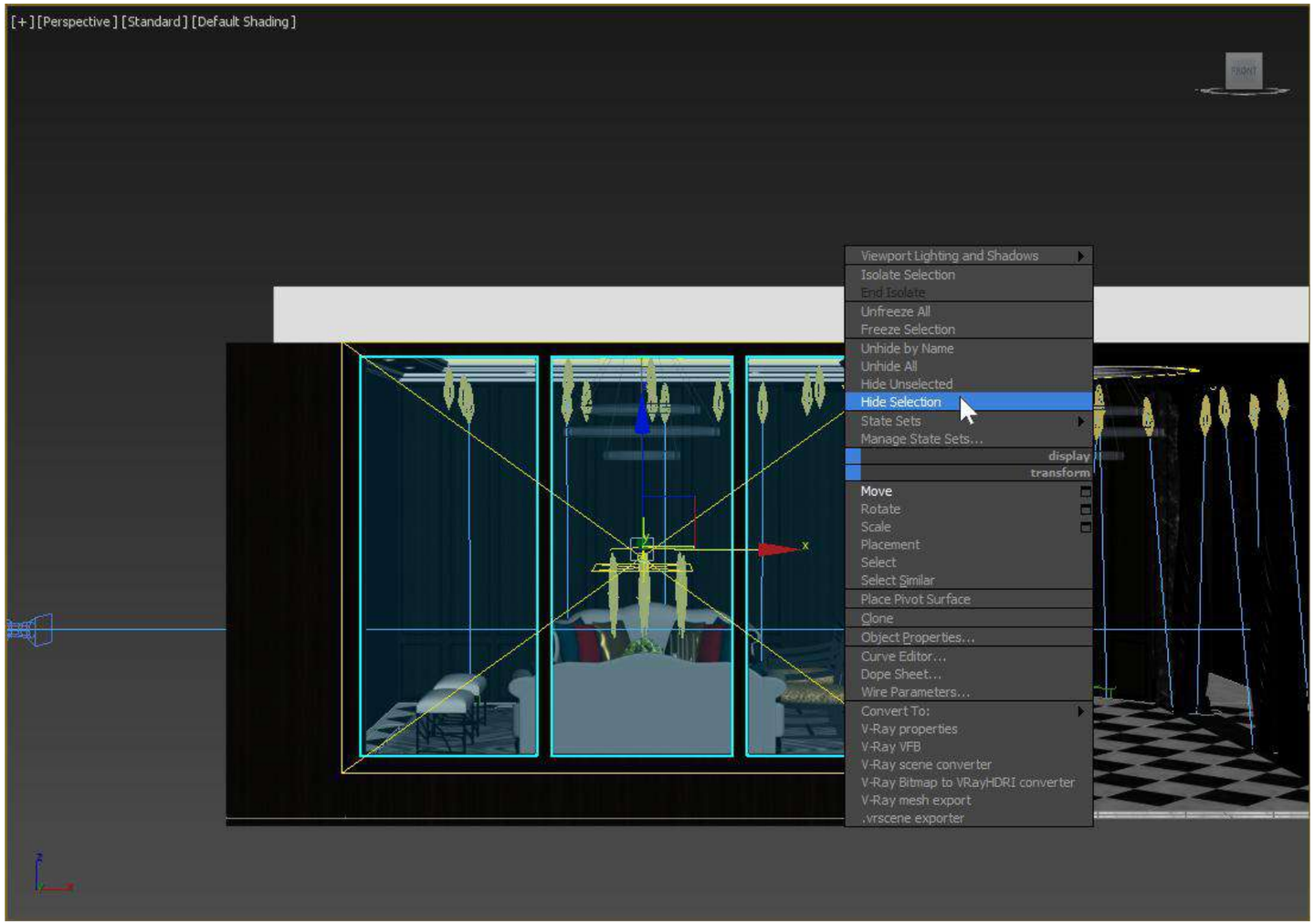


Zoom out, and we need to hide the "background scene" plane, to avoid blocking vray light

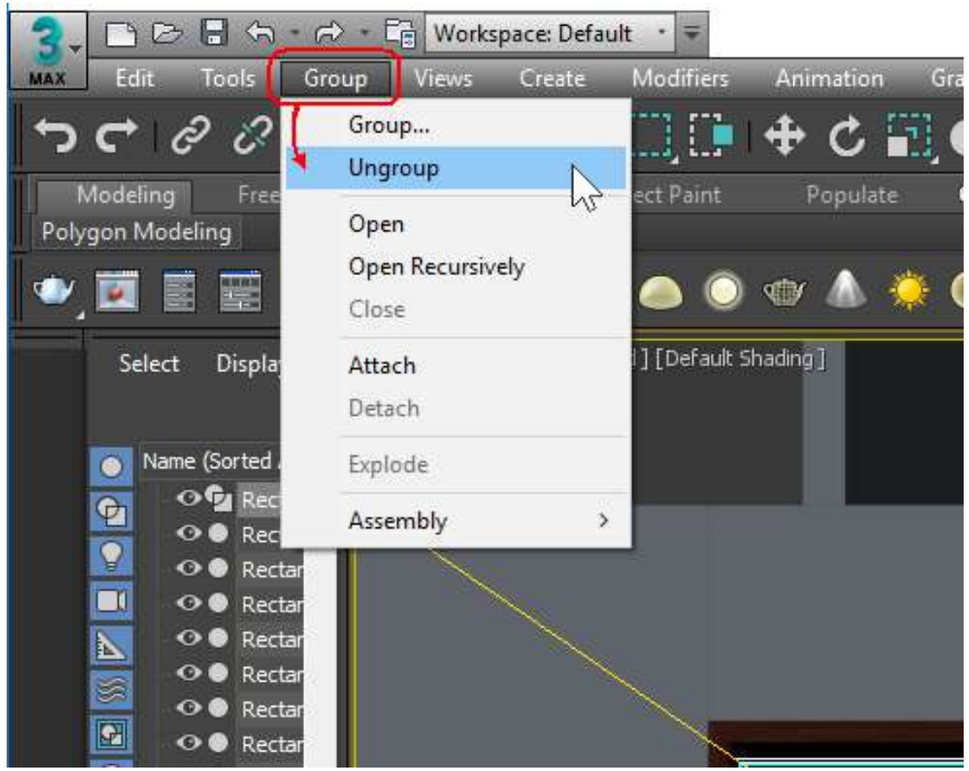


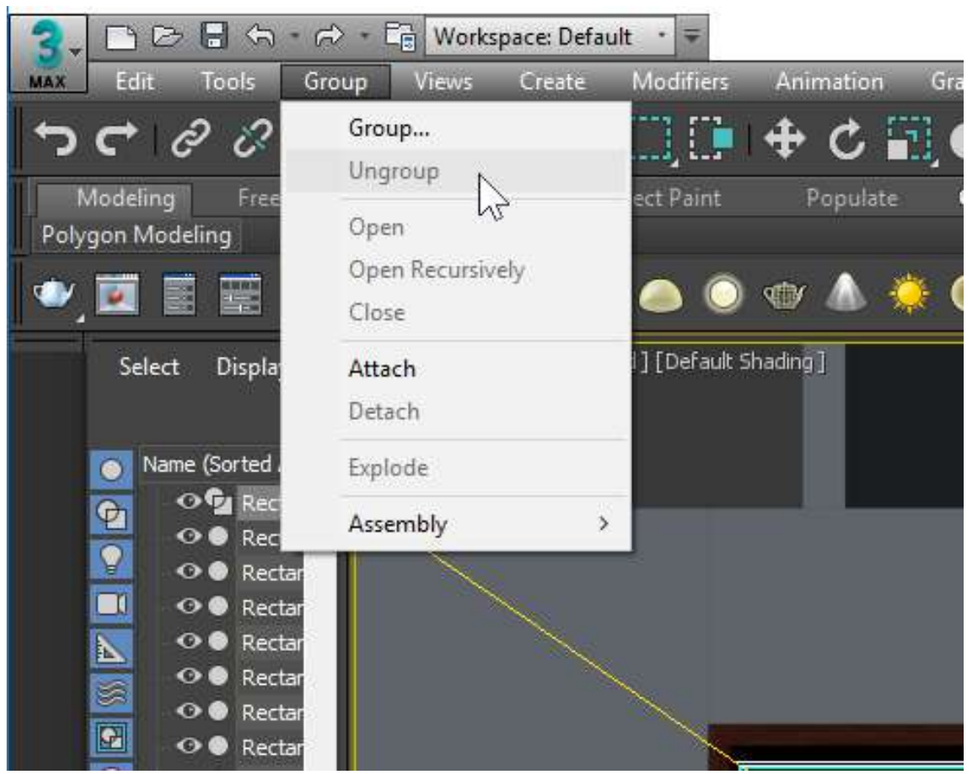


Don't forget hide the glass windows and glass doors
If you didn't hide them, the sun light unable come inside



Be carefully, when you select glass panel, the iron frame and door grill might selected together
So you must ungroup them first before hide the glass panel



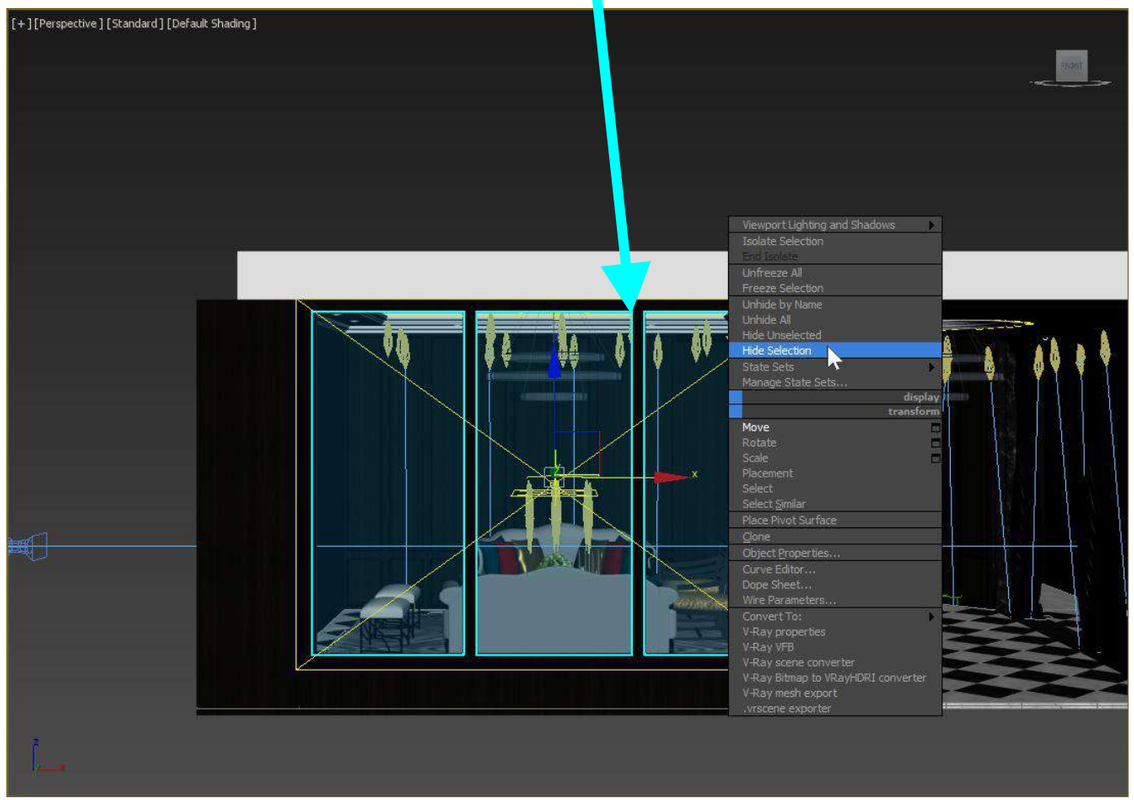


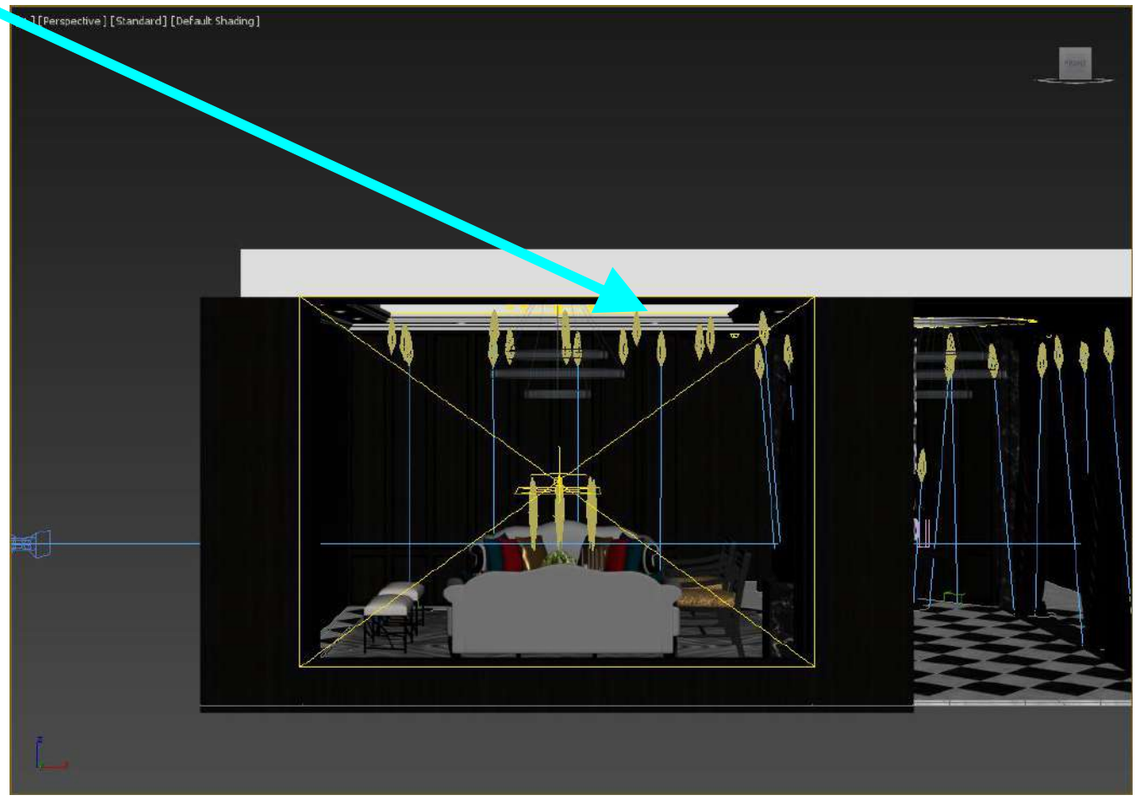
After ungroup, you can hide the glass

Notice:
When you try hide the glass panel,
the window frame or door grill hide together,
then you must keep repeat click ungroup again

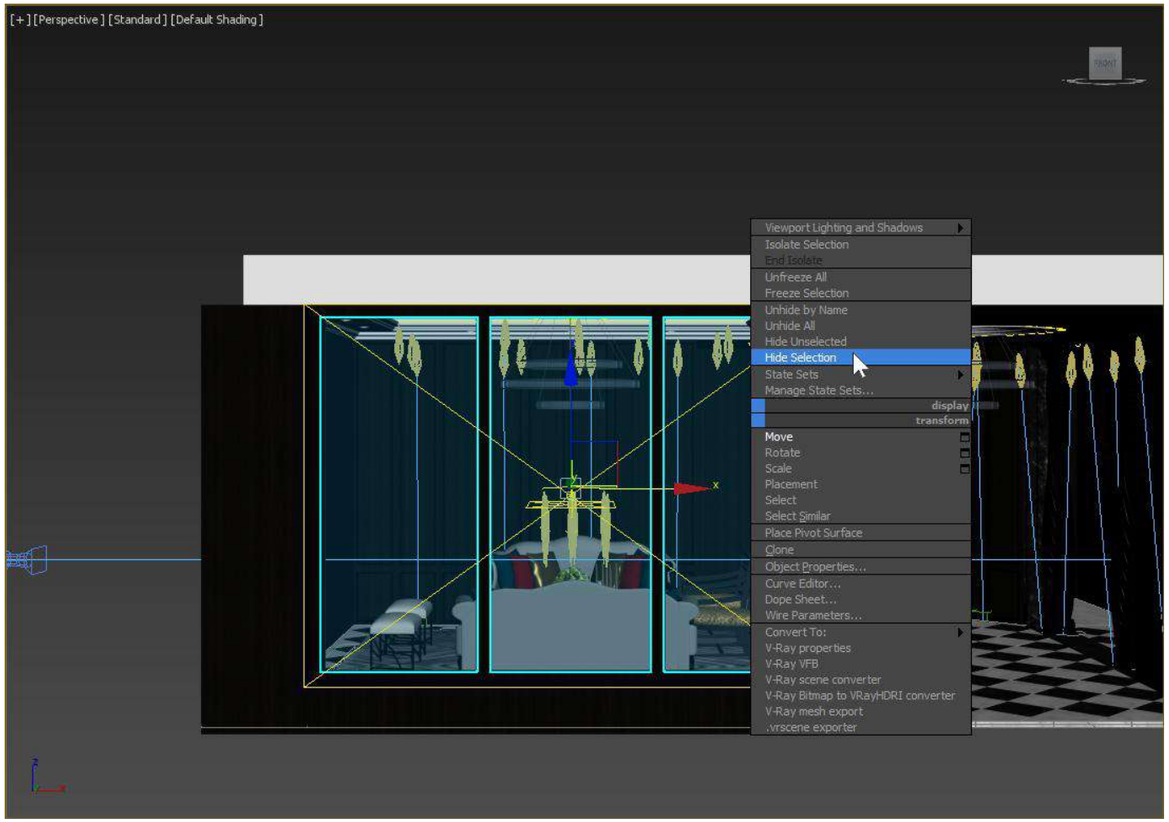
Until it cannot ungroup anymore

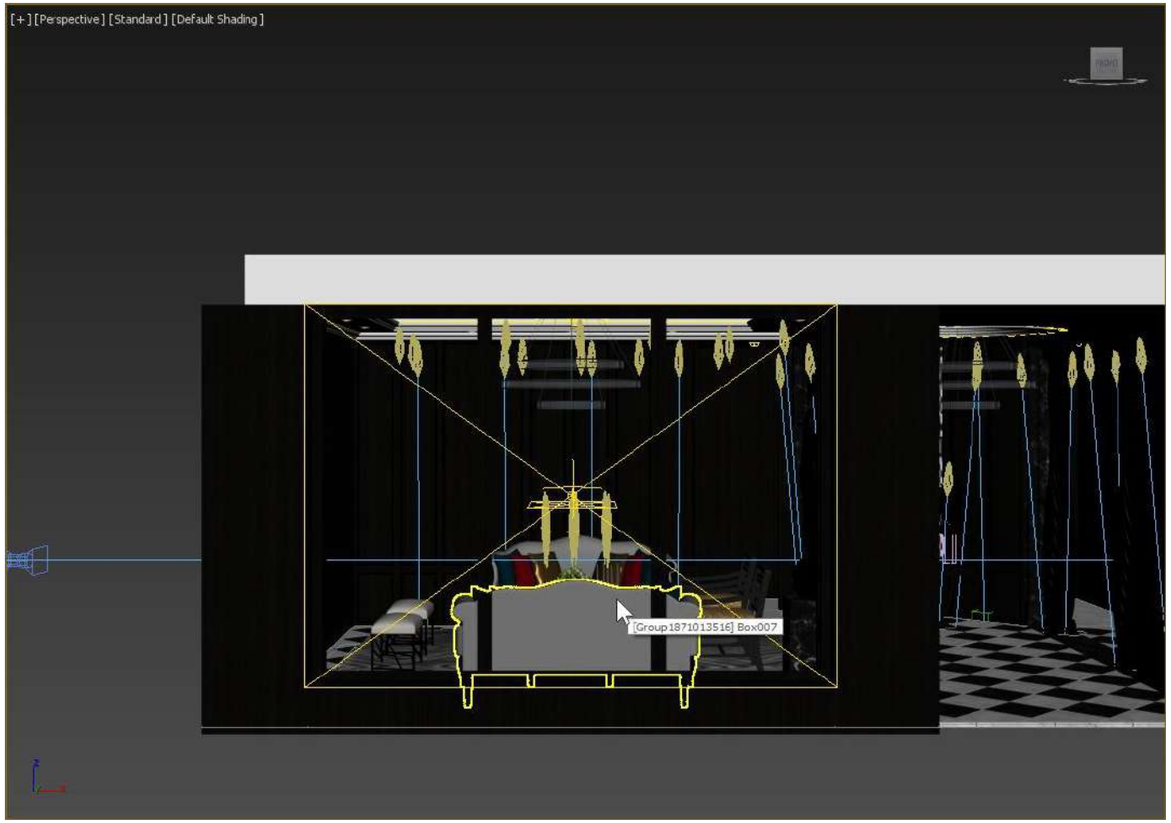
Look carefully, when we hide the glass panel
The window frame and door grill also hide together
This is the reason why we need to ungroup them





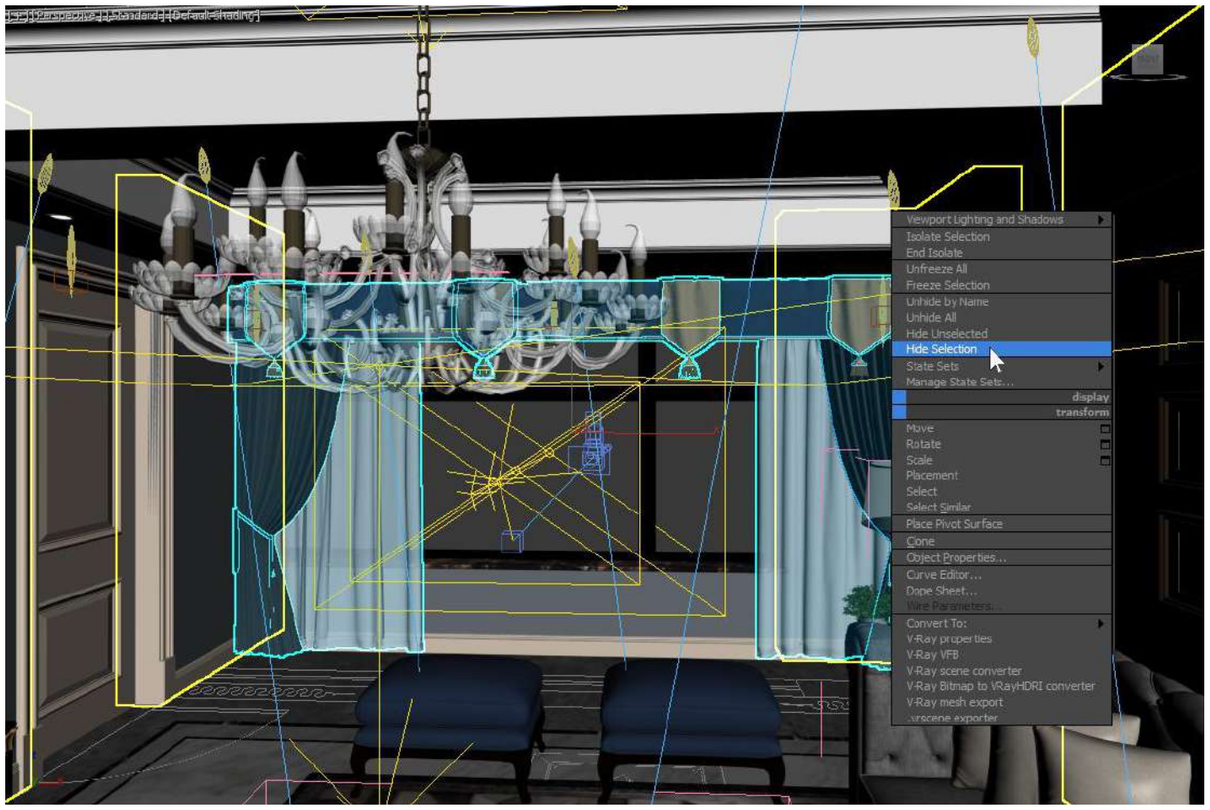
After hide all the glass panel, you can easily select any object inside there

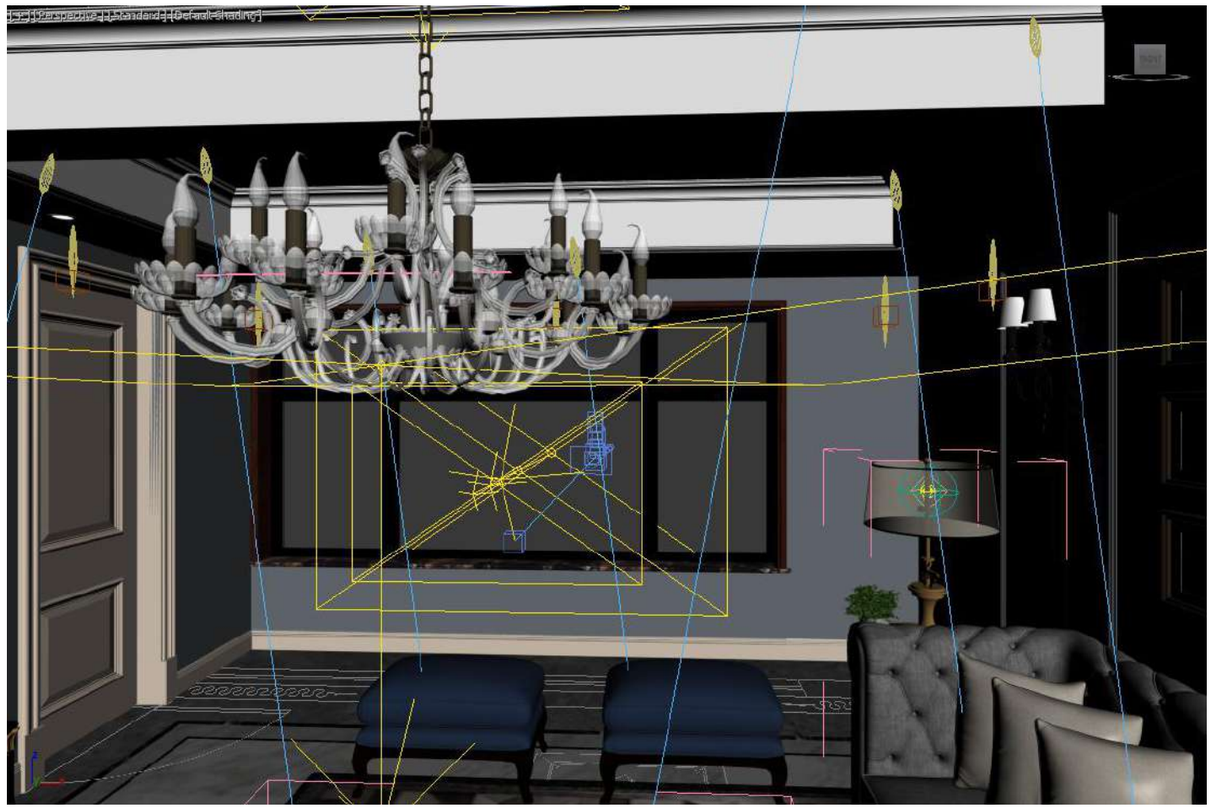




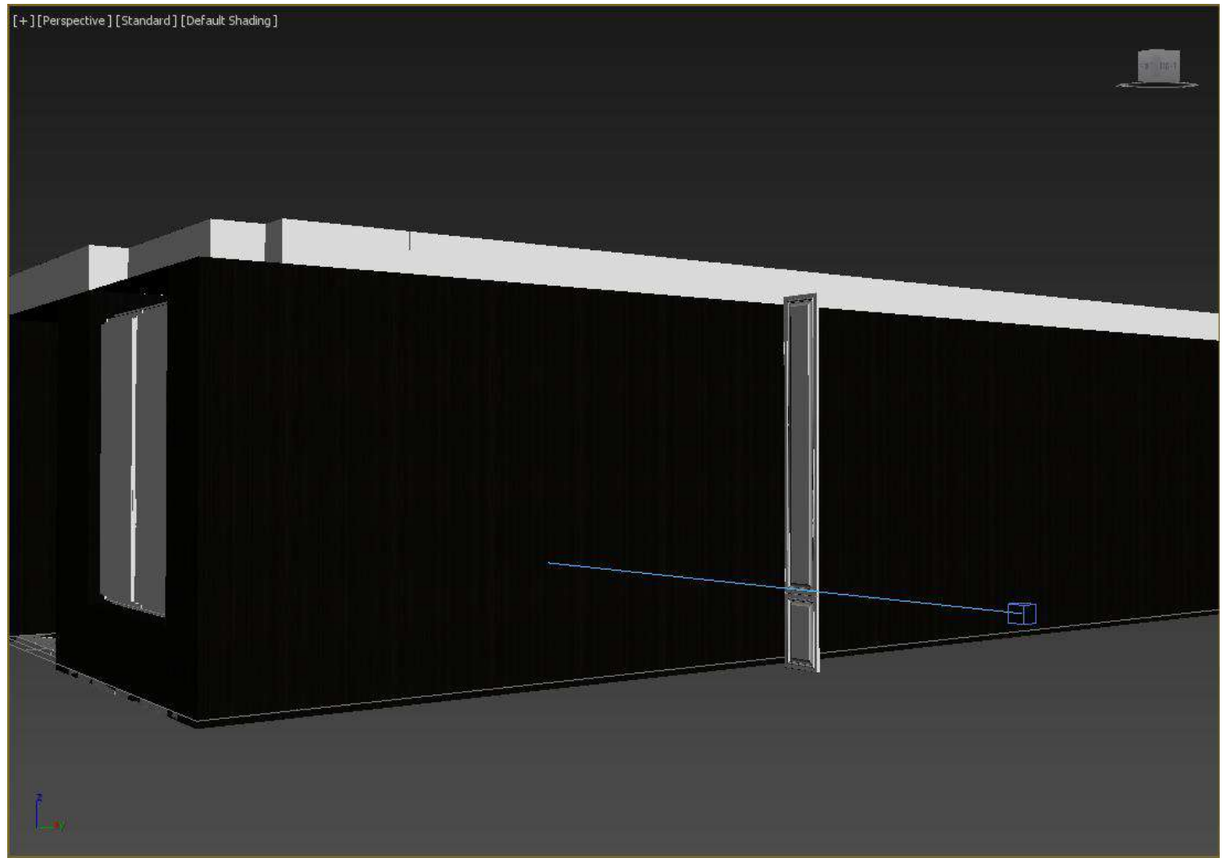
Make sure hide all glass panel before continue the next step

If there is curtains, you need to hide them too
Because curtains will block the light





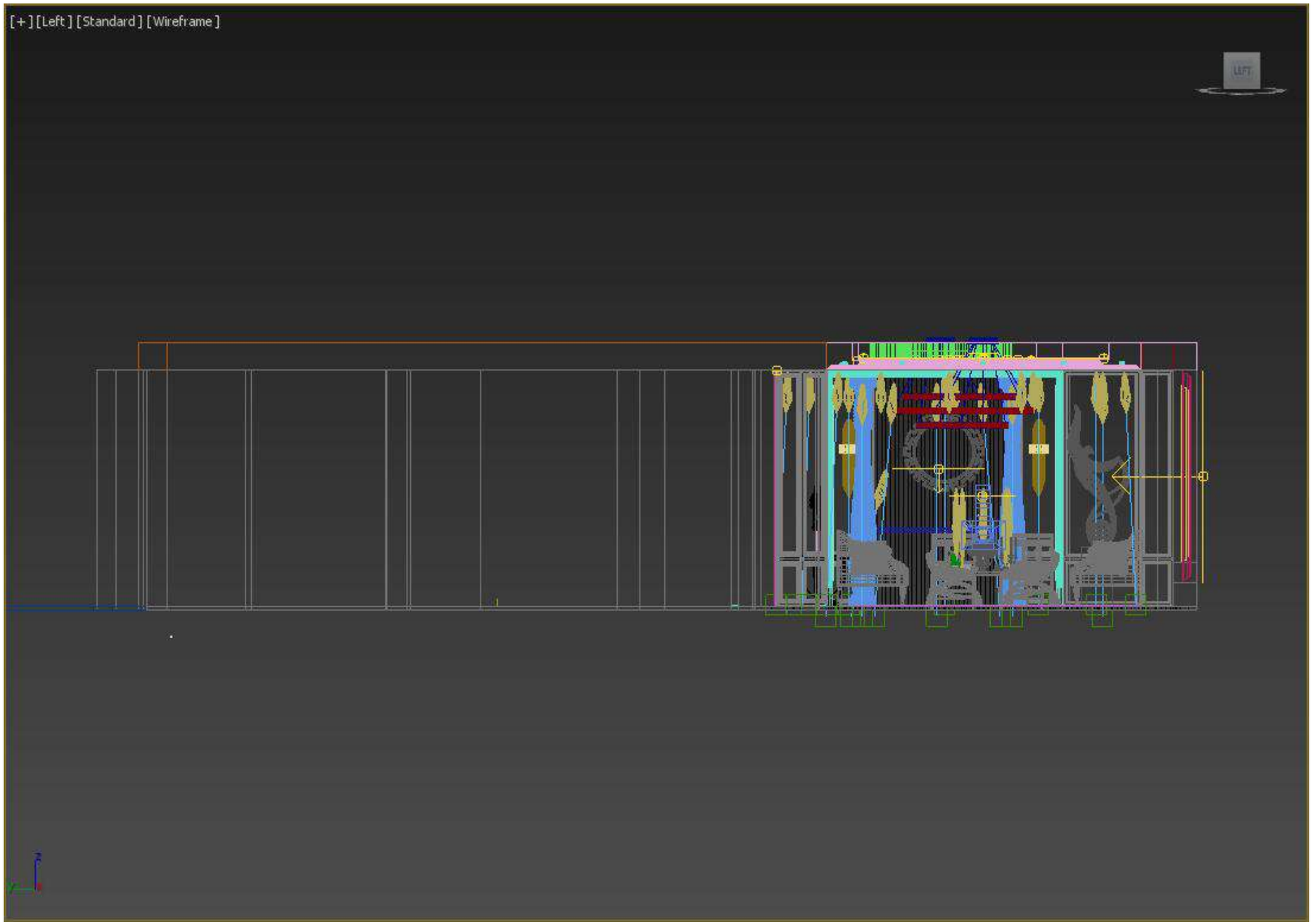
Check around them and make sure all glass panel and curtains have been hidden



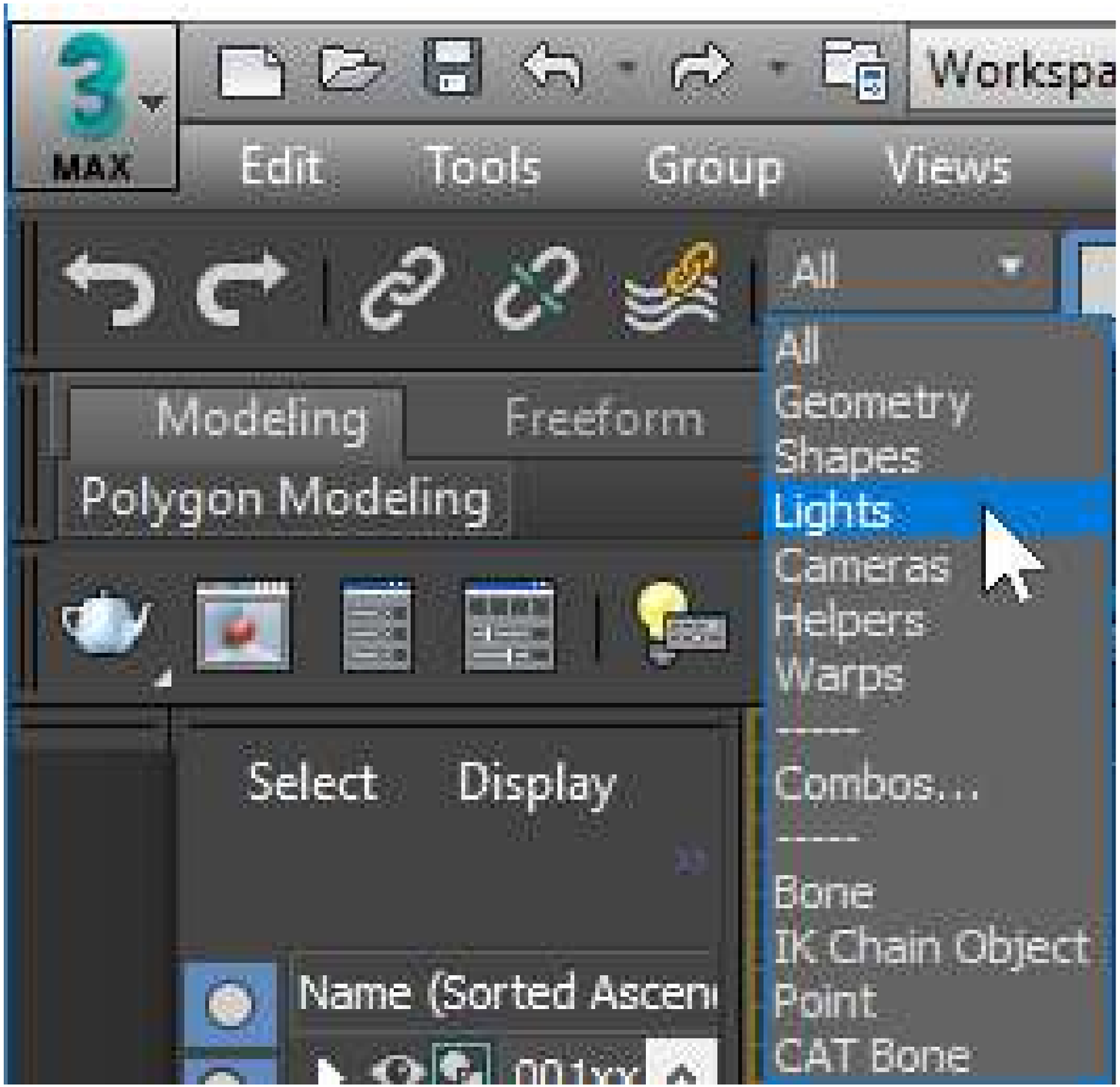
Left side doesn't have glass panel or curtain

Right side only have wooden door

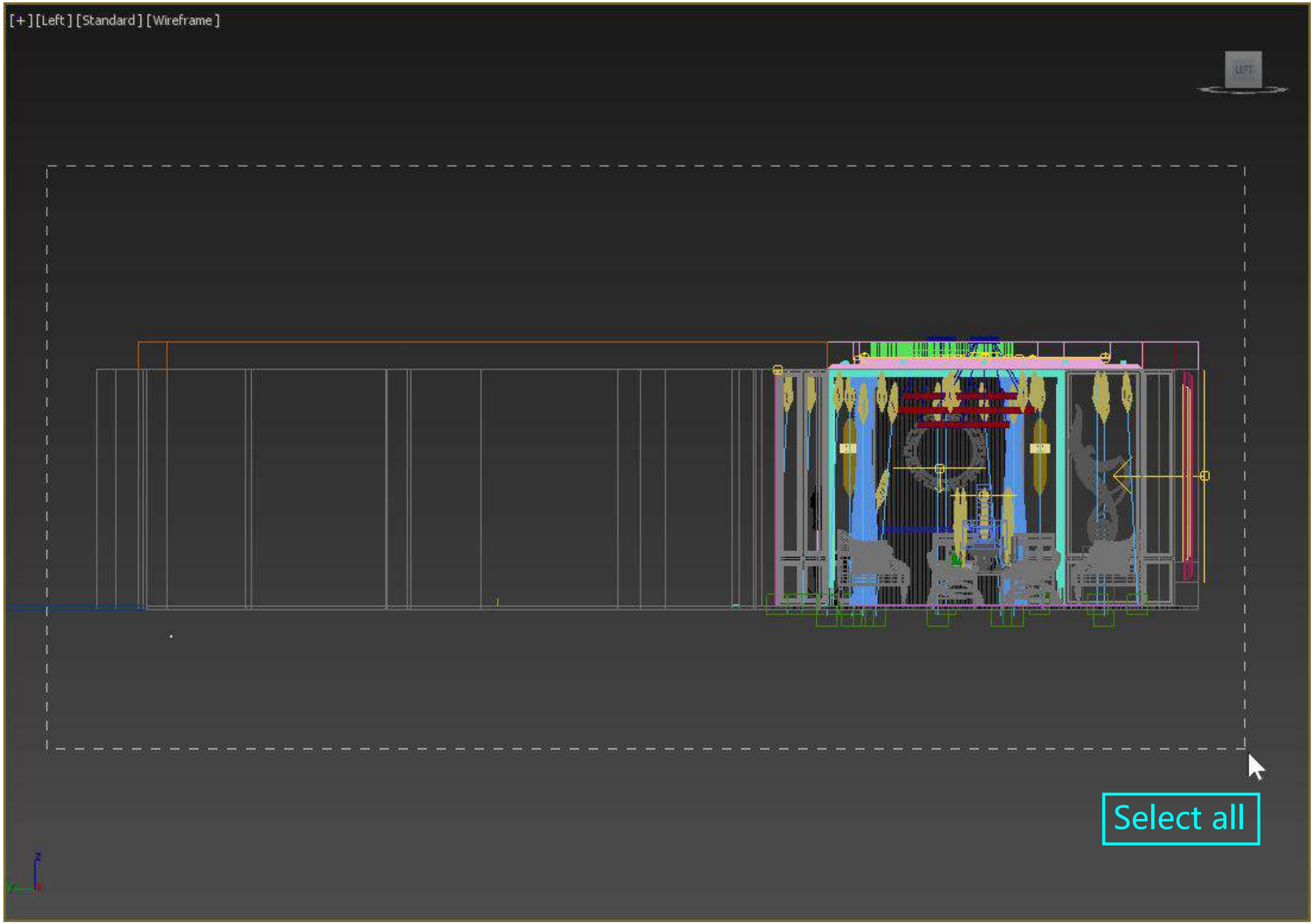
Next, we press "L" to switch left screen and press "F3" for wireframe

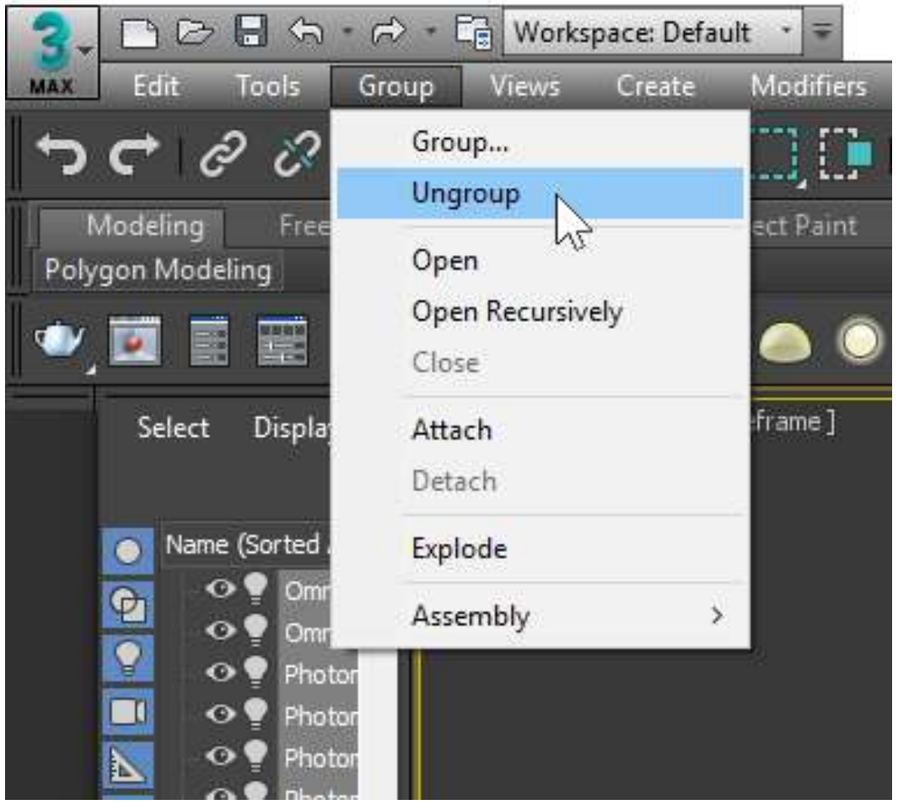


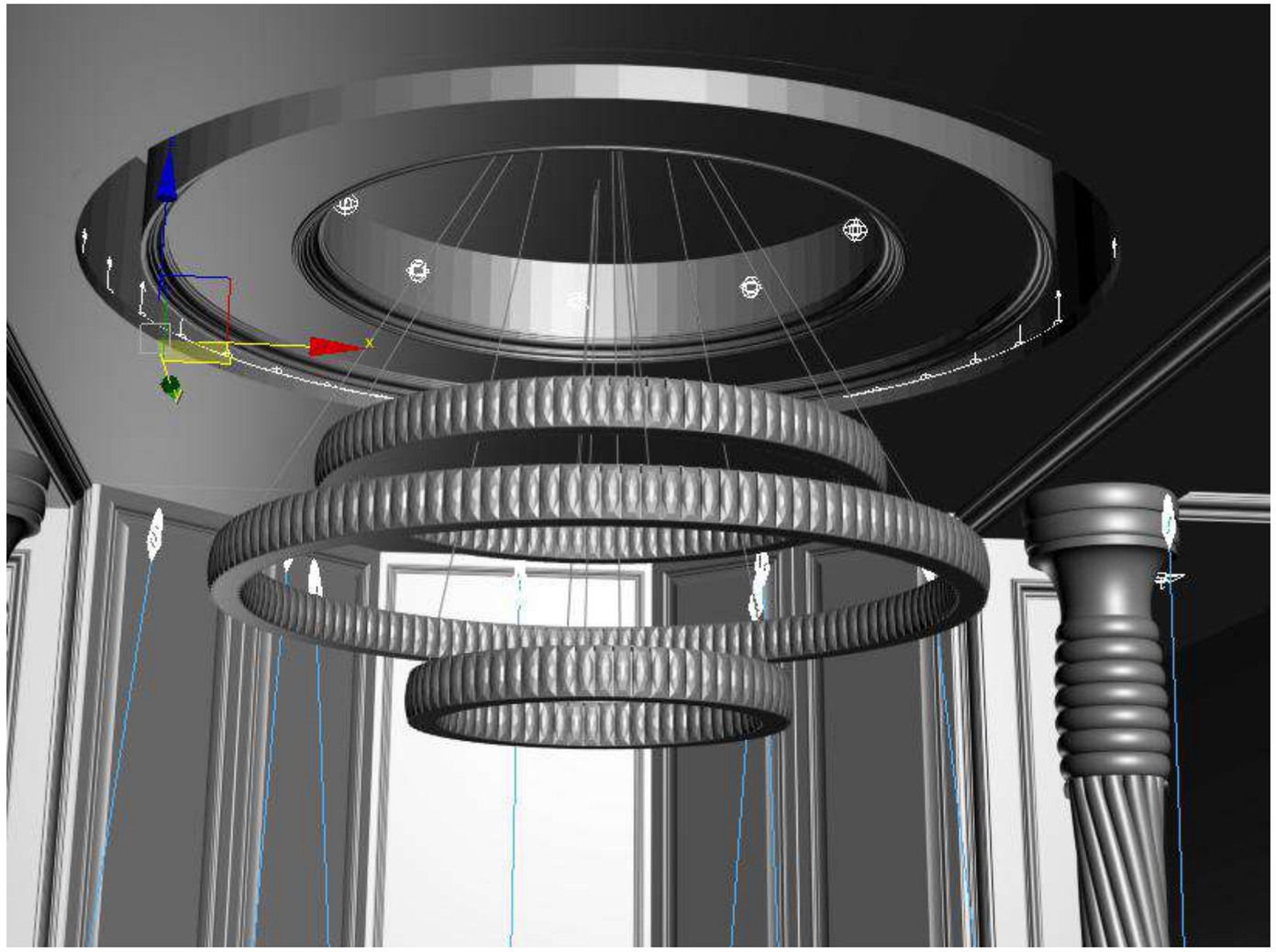
After switch to wireframe, we need to delete all the lights



Select Lights

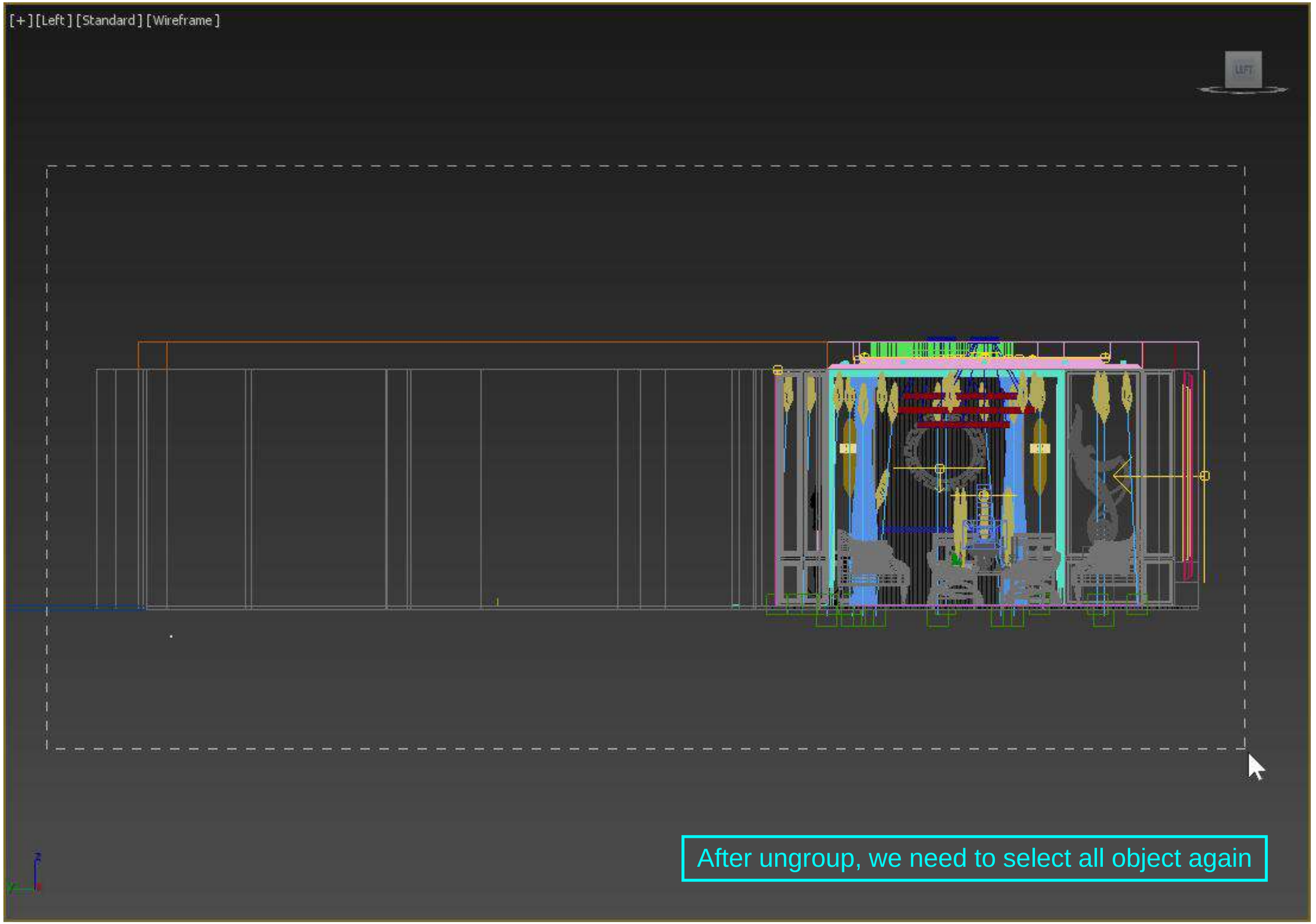

[+][Left][Standard][Wireframe]
Select all

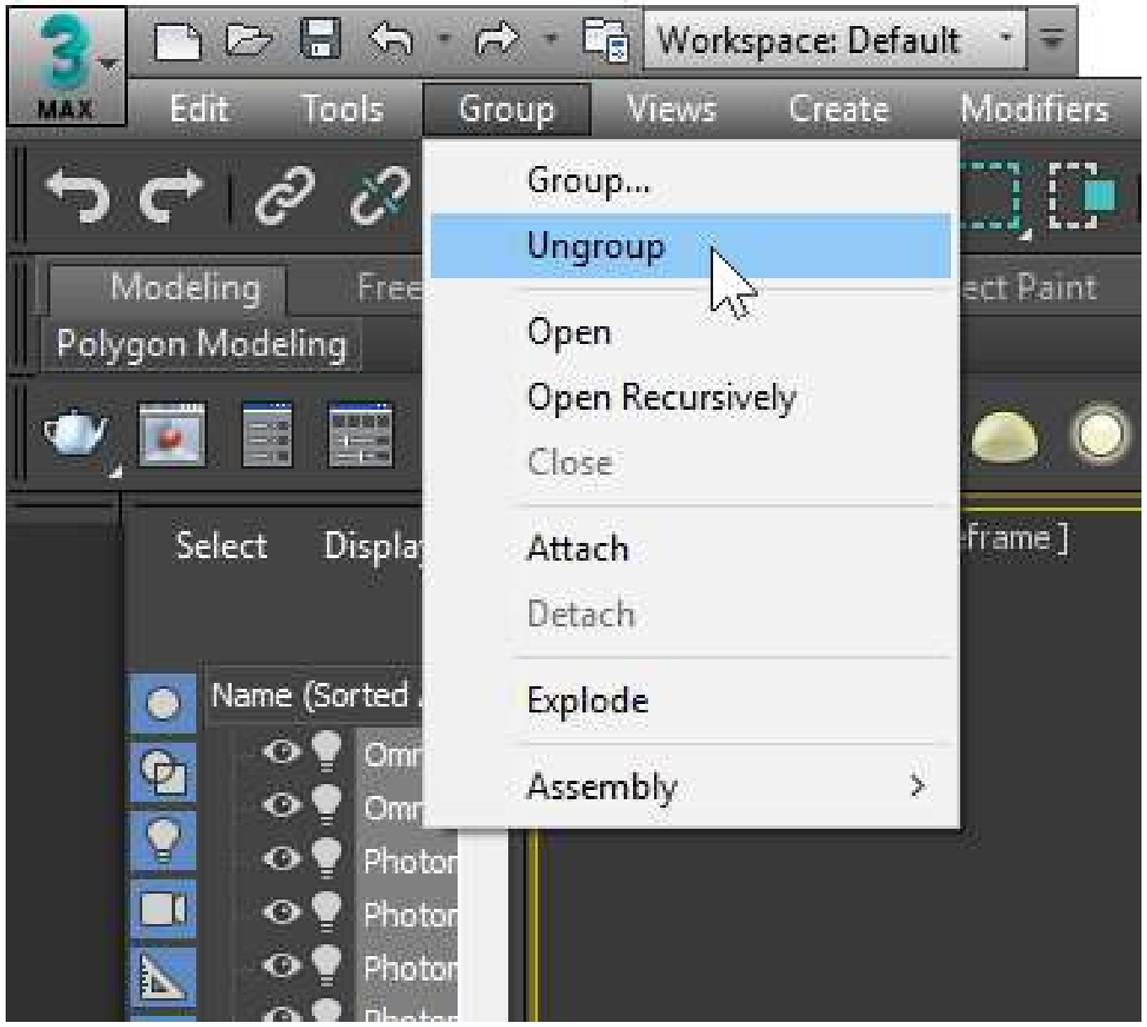


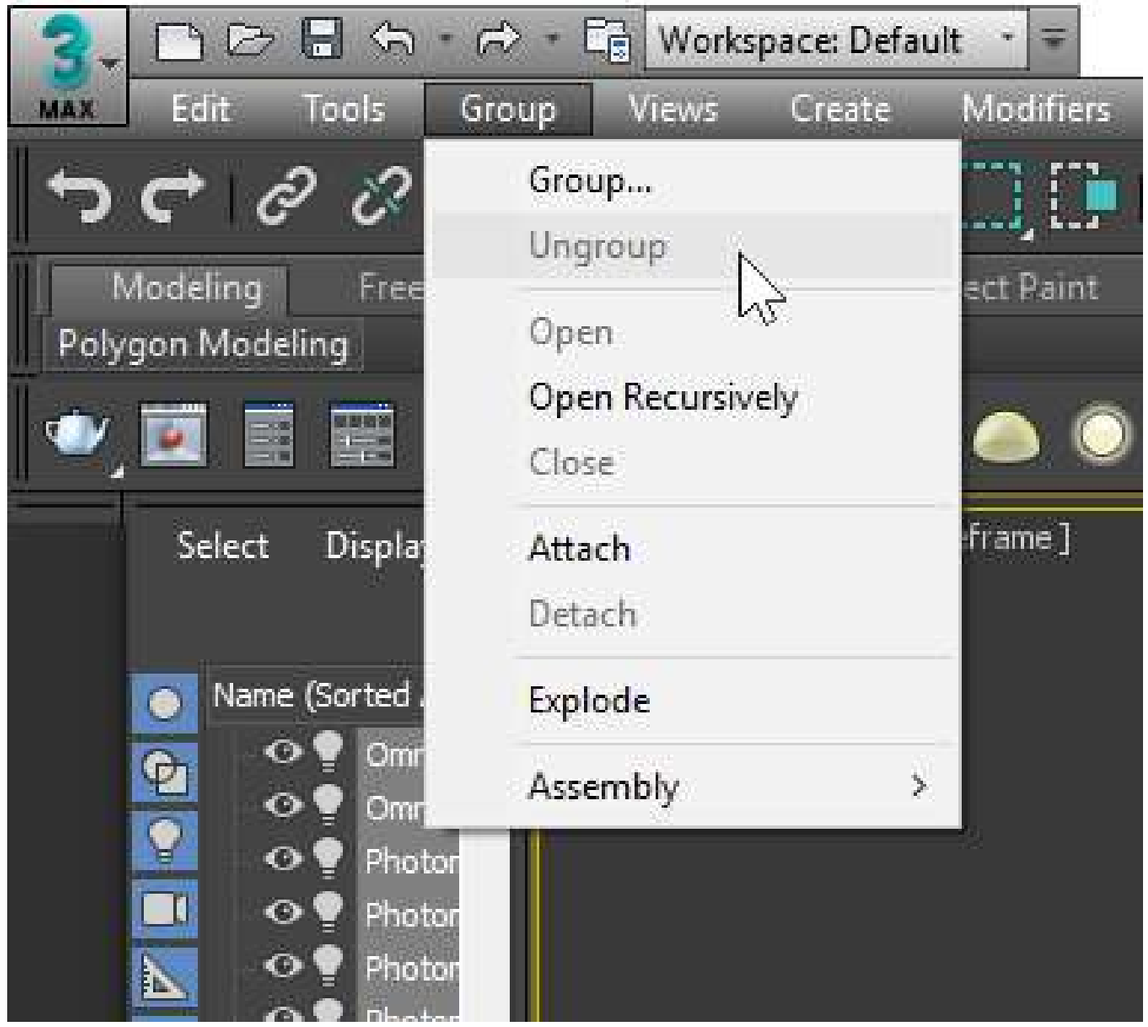


Select all and ungroup

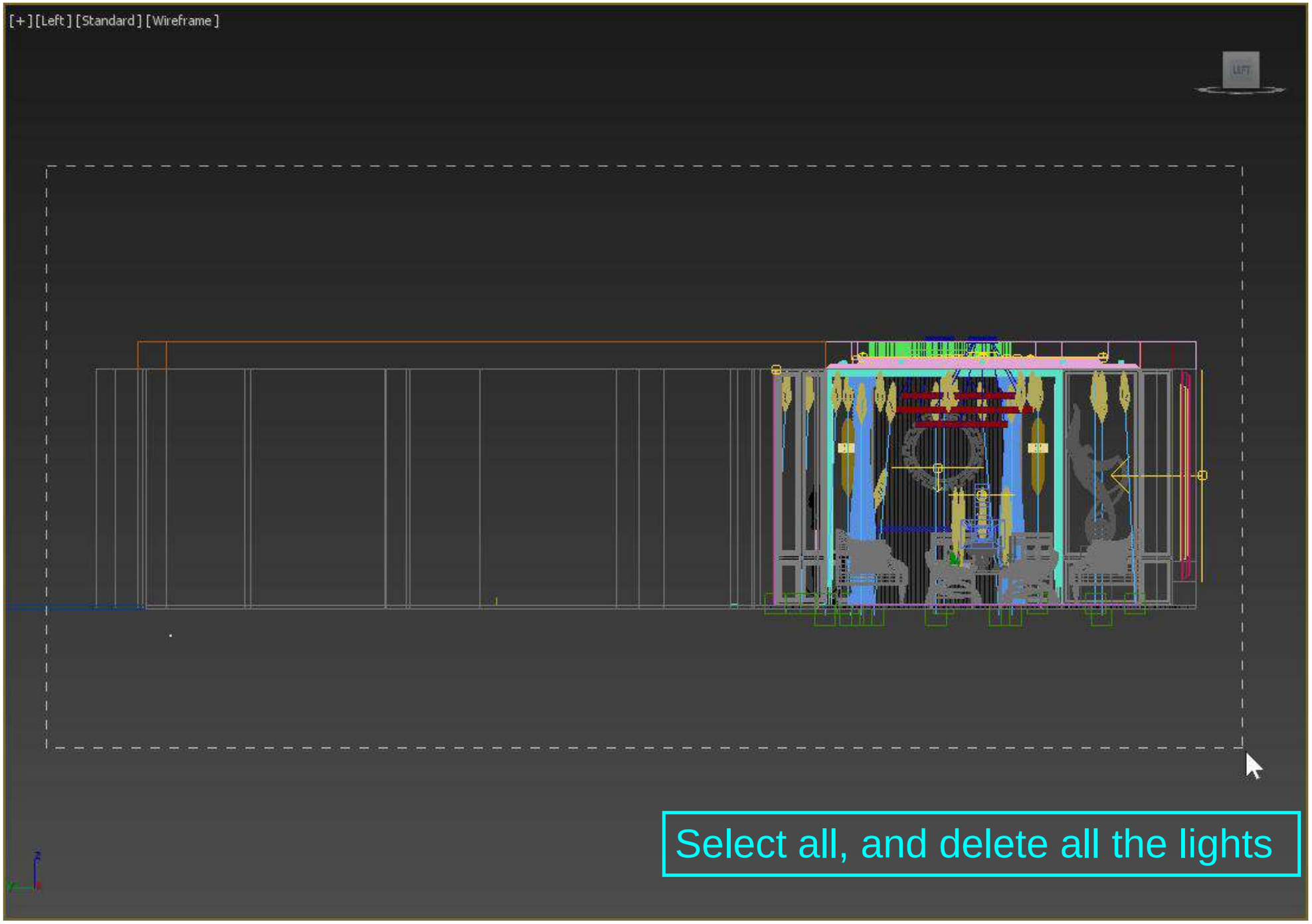
Why we need ungroup?
1. Some of lights might group with lamp model
2. Other objects like television, they might be have lights
3. After ungroup them, we need to delete all the lights


[+][Left][Standard][Wireframe]
After ungroup, we need to select all object again

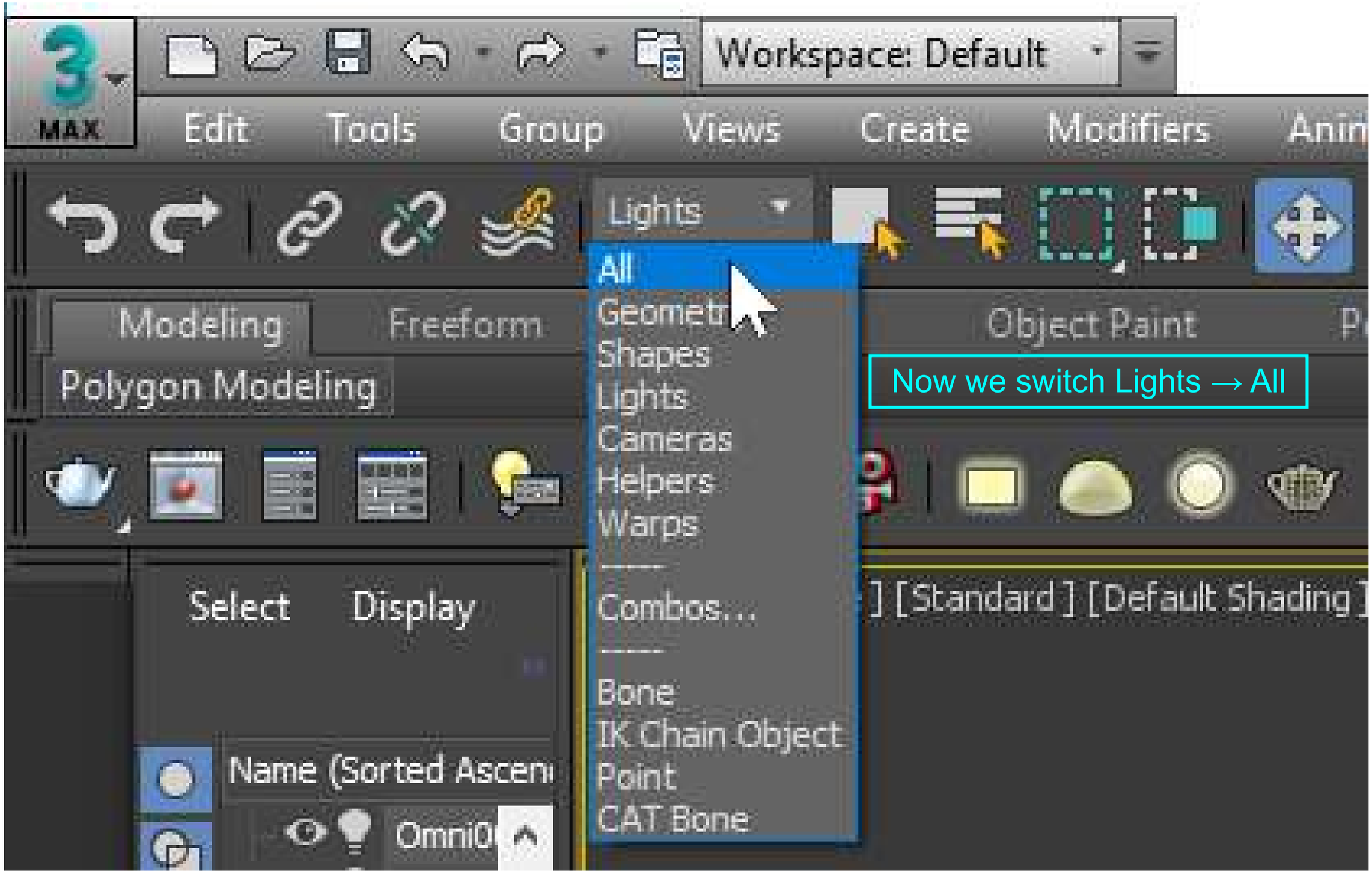




Repeat the same step, until it cannot ungroup anymore



Why we don't hide them?
Because when we going rendering, the hidden light will be rendering too


Workspace: Default
Edit
Tools
Group
Views
Create
Modifiers
Lights
All
Geometry
Shapes
Lights
Cameras
Helpers
Warps
Combos...
Bone
IK Chain Object
Point
CAT Bone
Modeling
Freeform
Object Paint
Polygon Modeling
Now we switch Lights → All
Select
Display
] [Standard] [Default Shading]
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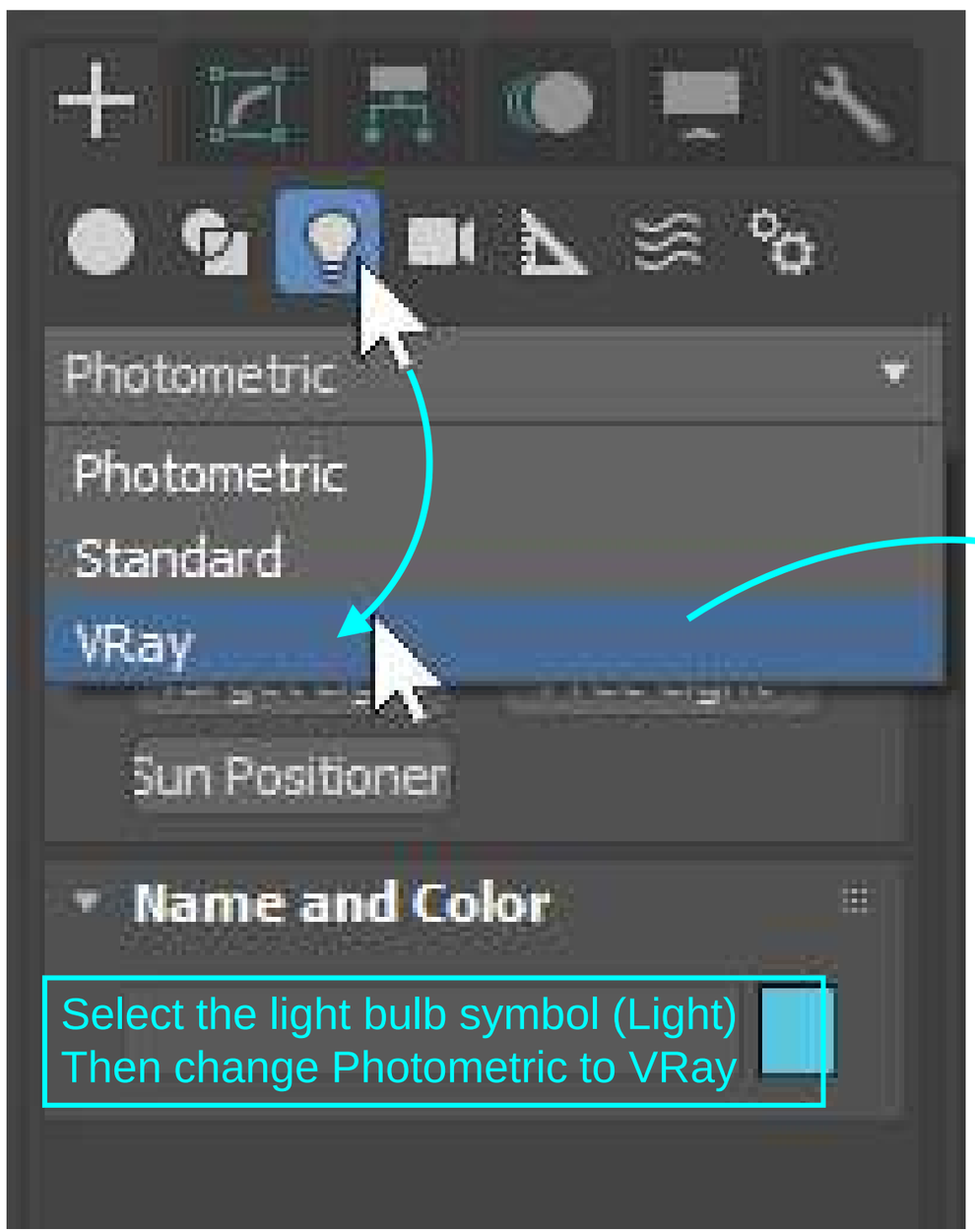
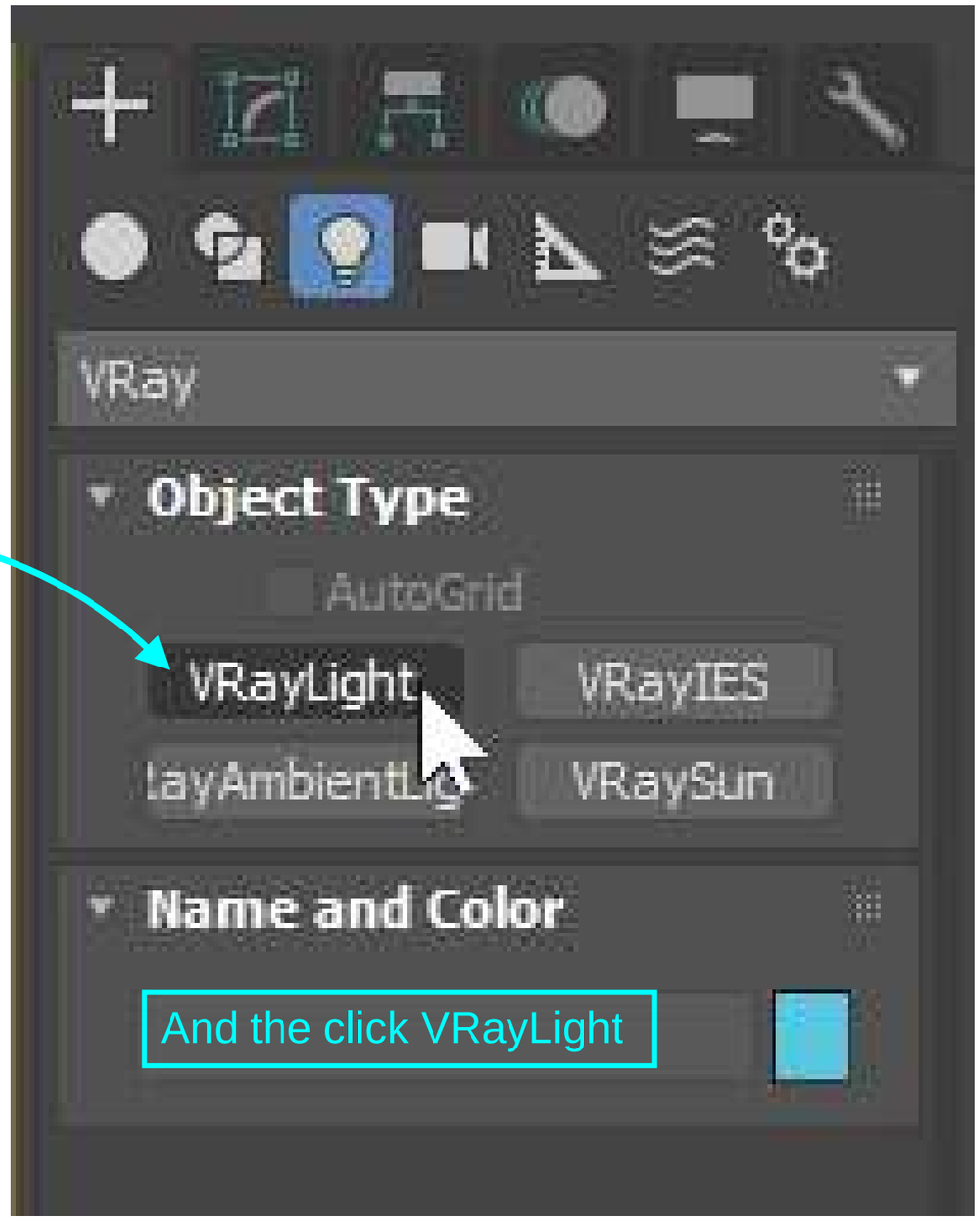
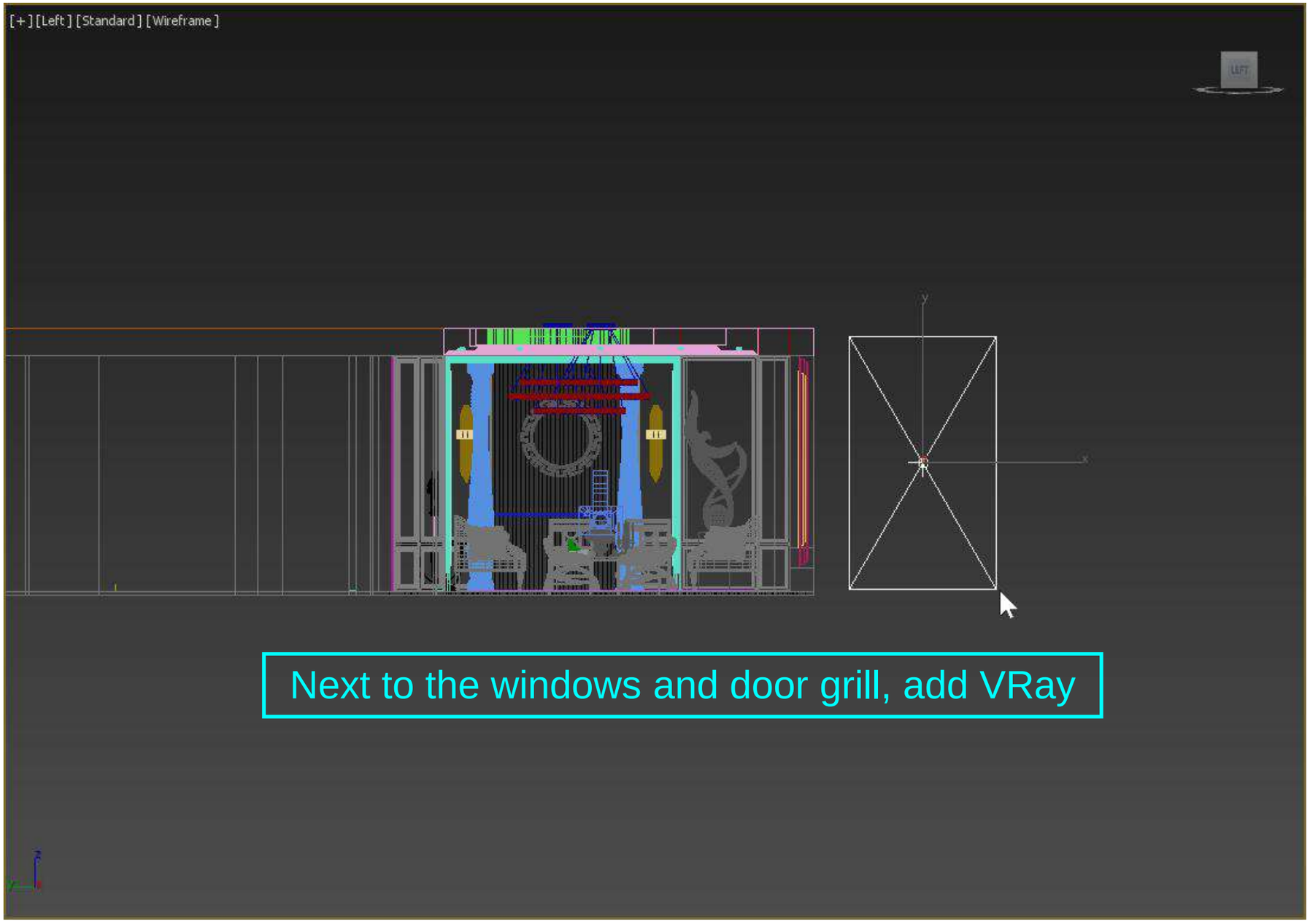
Omni0

Now we need add VRay lights

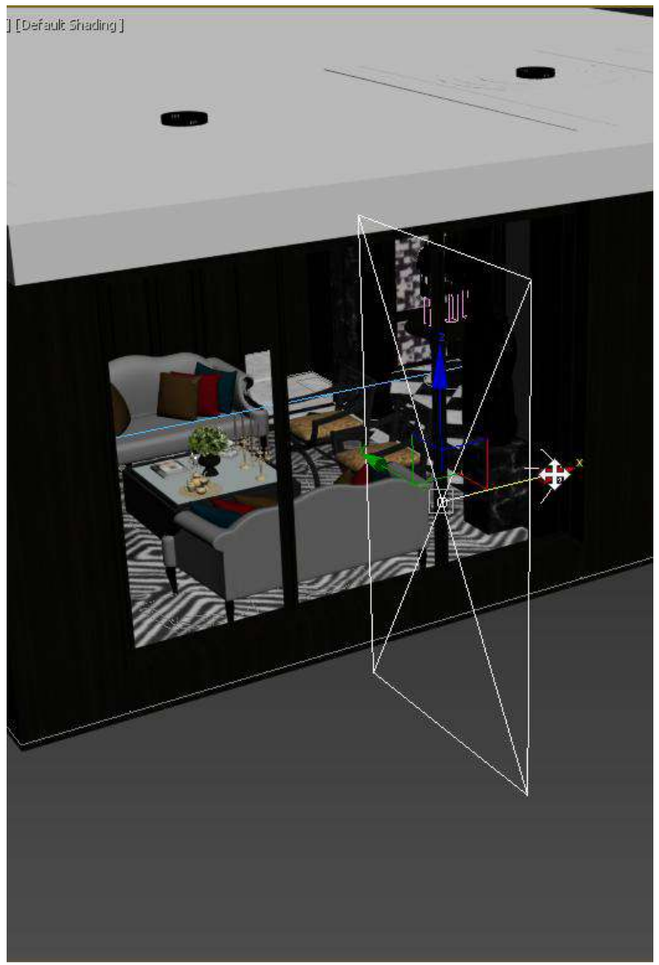


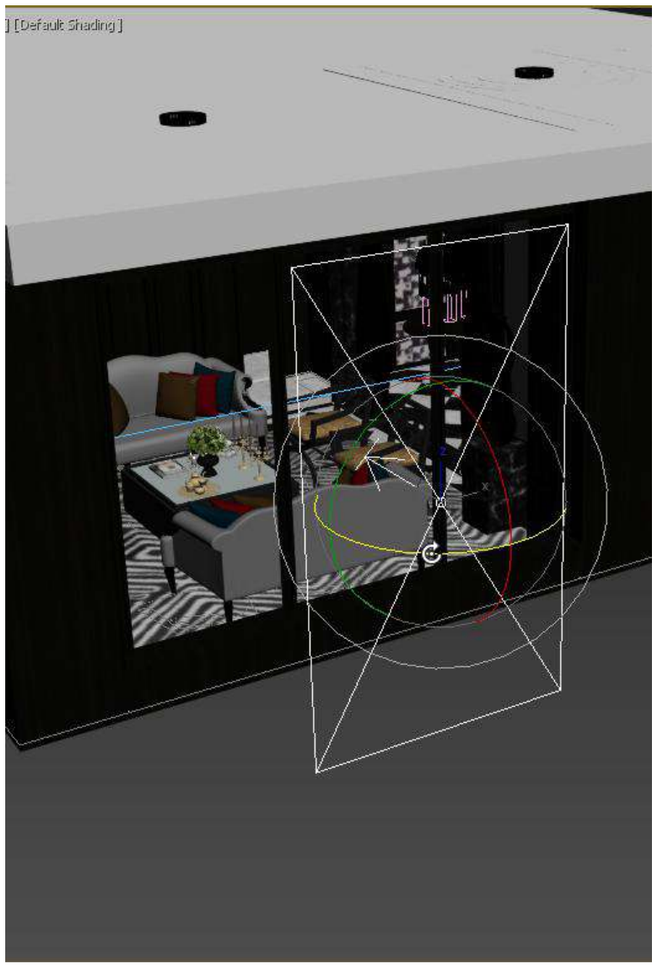


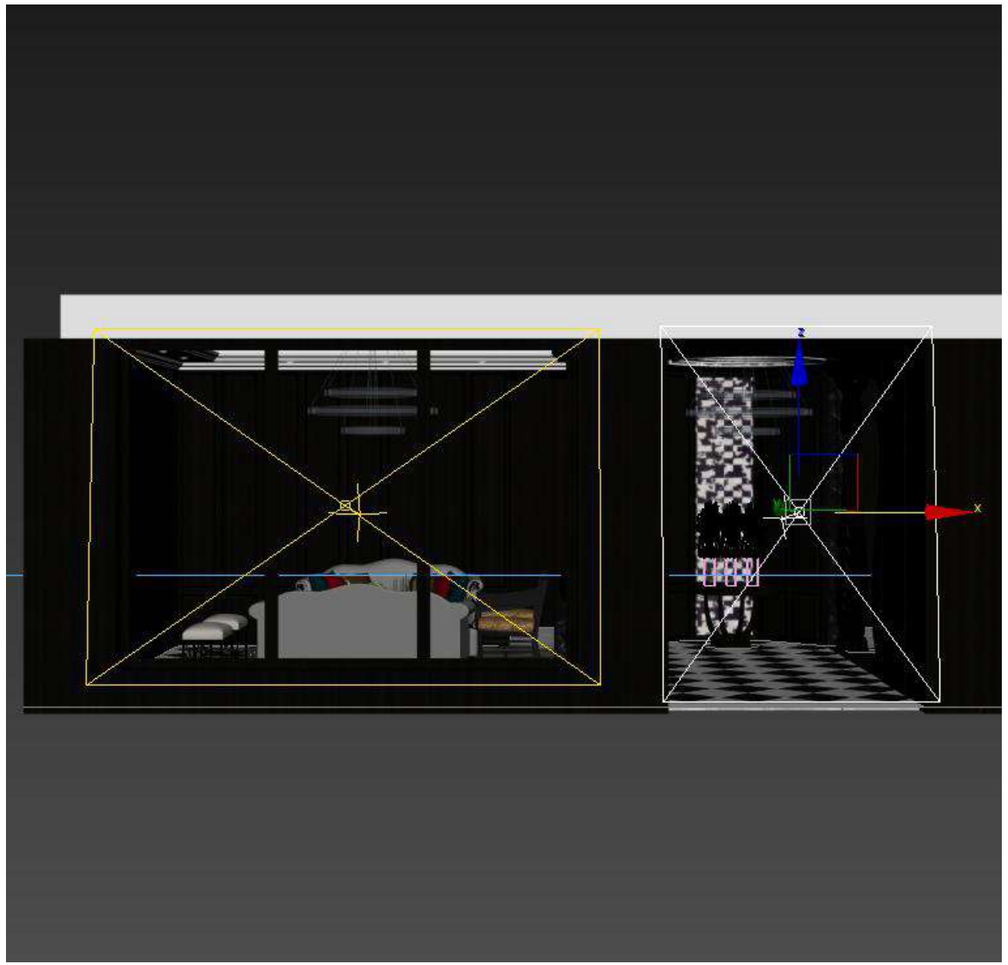


Make sure switch to orthographic mode before add VRay

Next we switch to "P" (Perspective) for adjust and rotate VRayLight

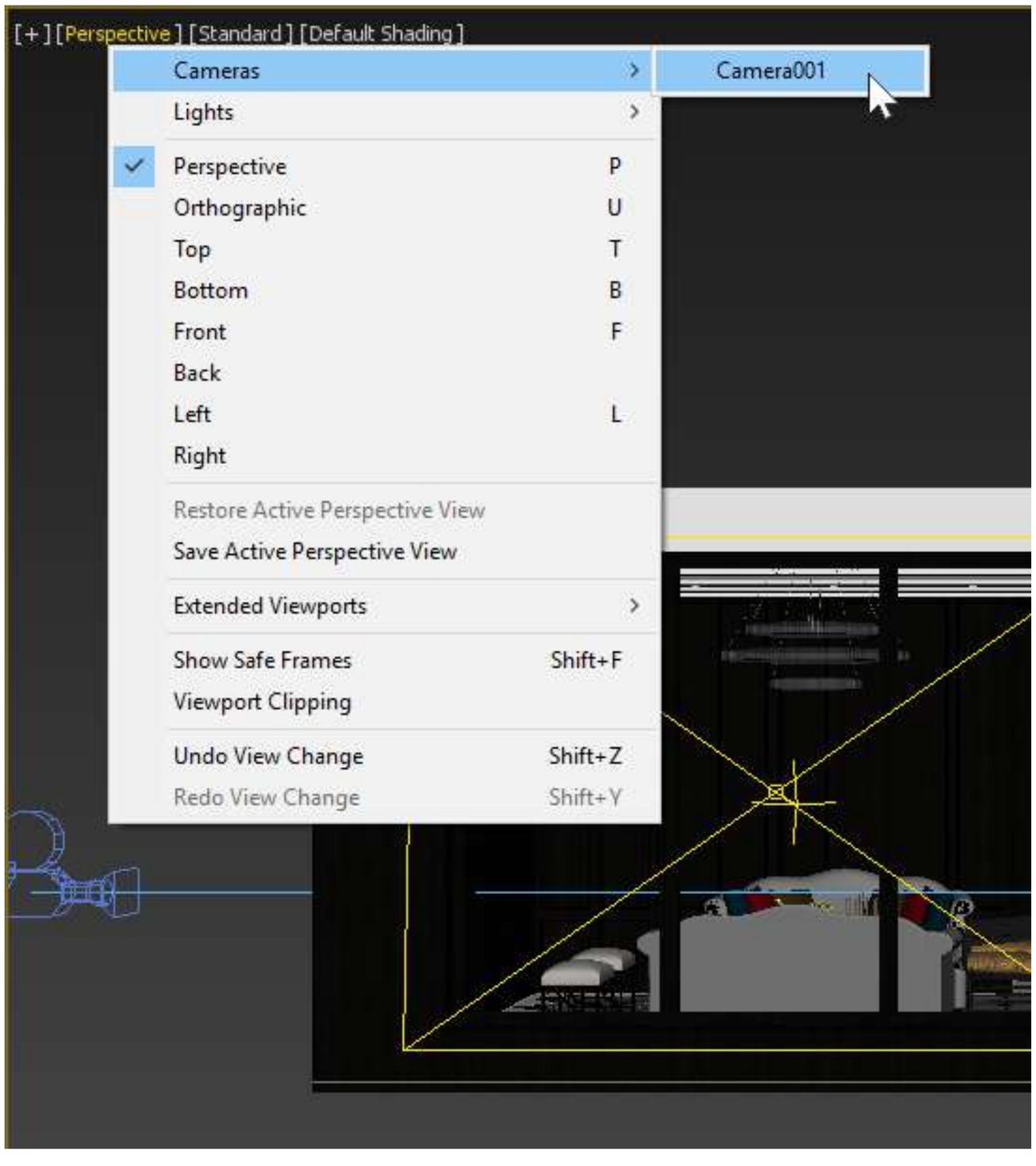






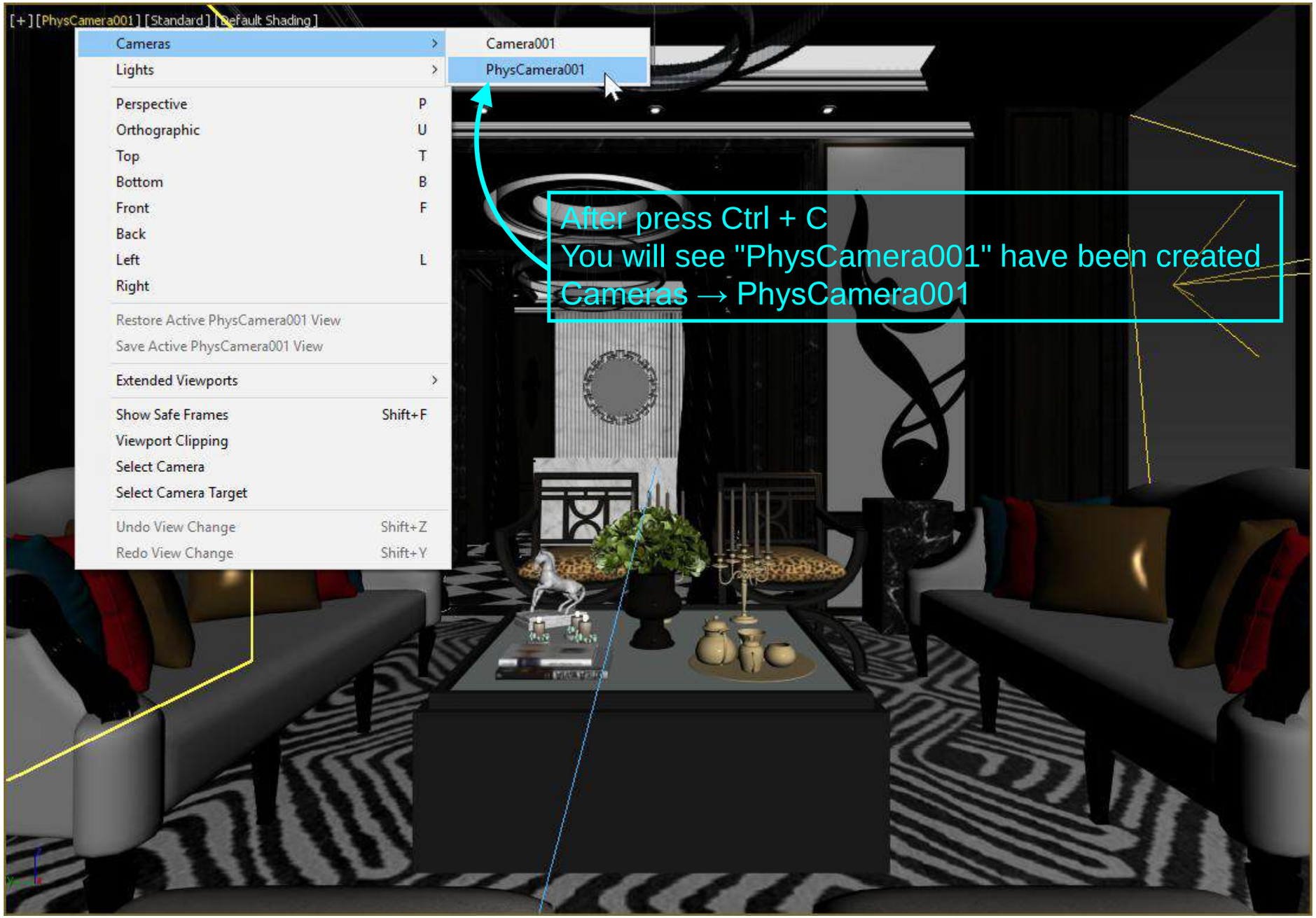
Adjust, rotate and rescale size VRayLight

After adjust VRayLight, now it is for camera part

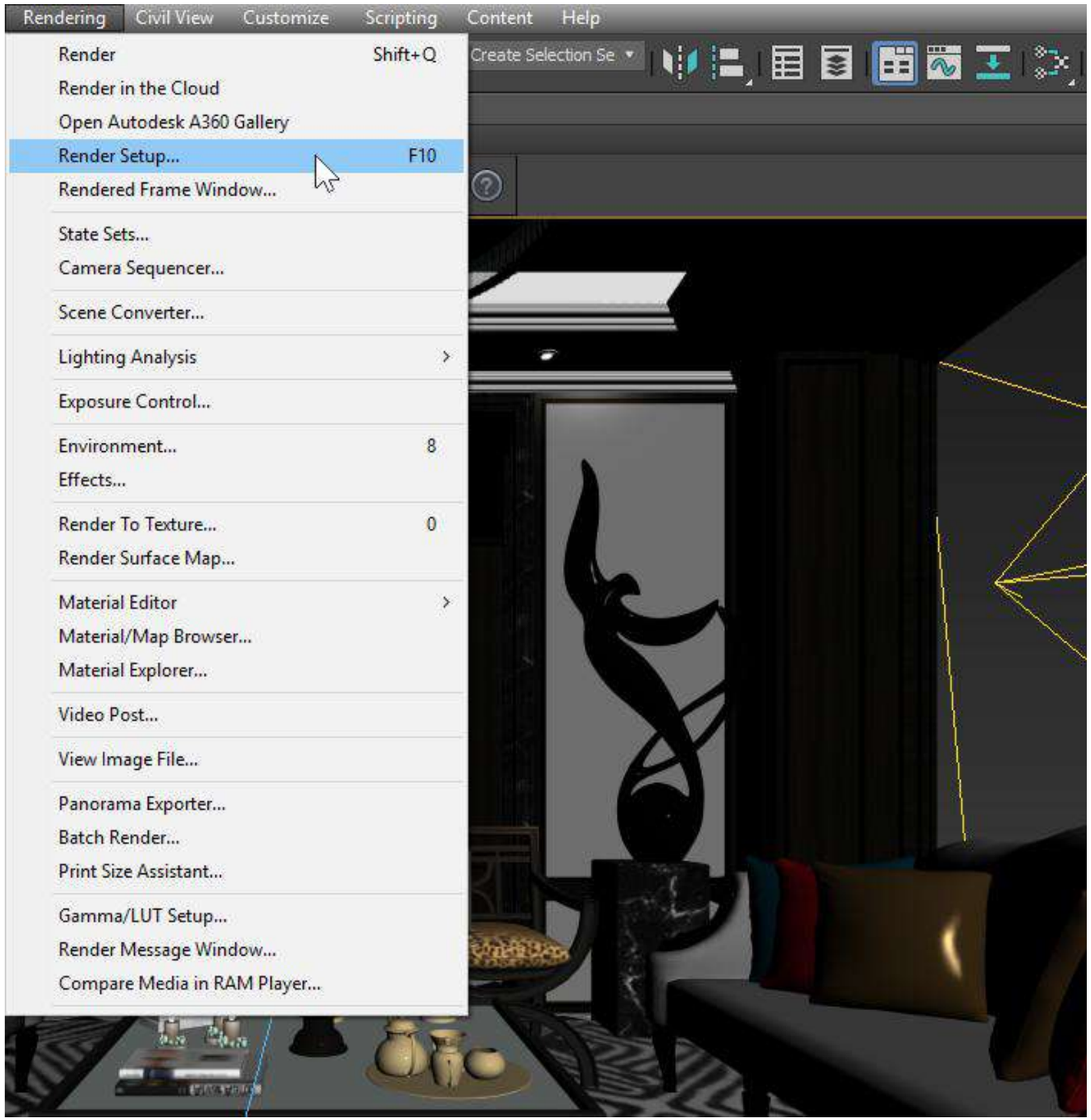


OR

In "P" view (Perspective), adjust the suitable position for your camera shoot
And then press Ctrl + C to create PhysCamera



After create PhysCamera001, next we are going to rendering



Rendering → Render Setup

Renderer: V-Ray Adv 3.40.01

View to Render: Quad 4

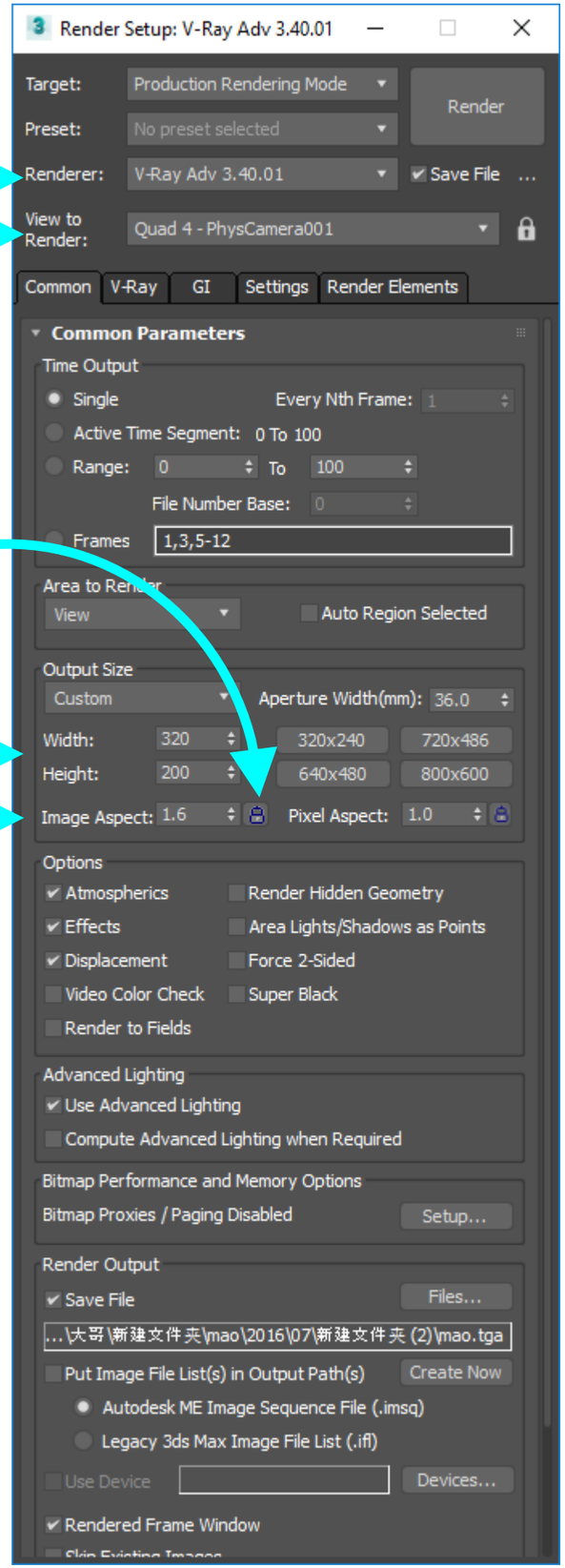
Make sure it is unlock

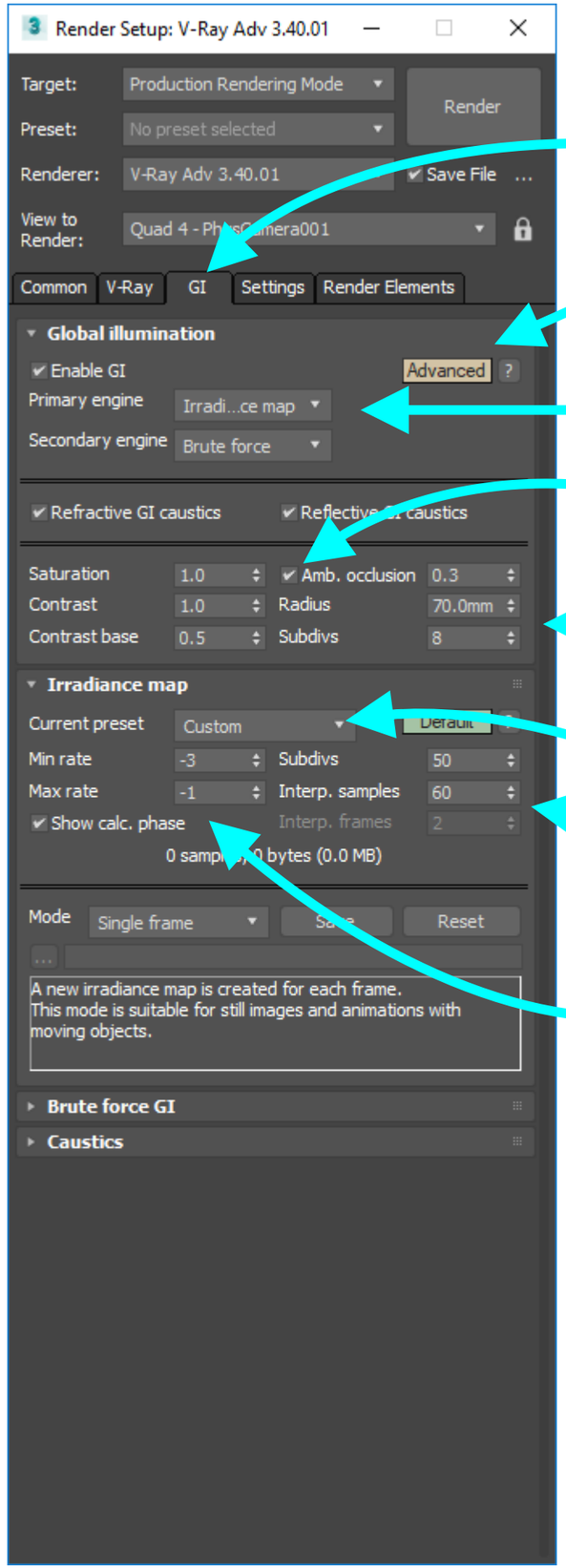
- lock

- unlock

Render size 320 x 200

Size 320 x 200, and image aspect will automatic turn to 1.6





Switch to **GI**

Switch to Advanced

Primary engine: Irradiance map

Secondary engine: Brute force

Enable Amb. occlusion

Amb. Occlusion: 0.3

Radius: 70.0mm

Subdivs: 8

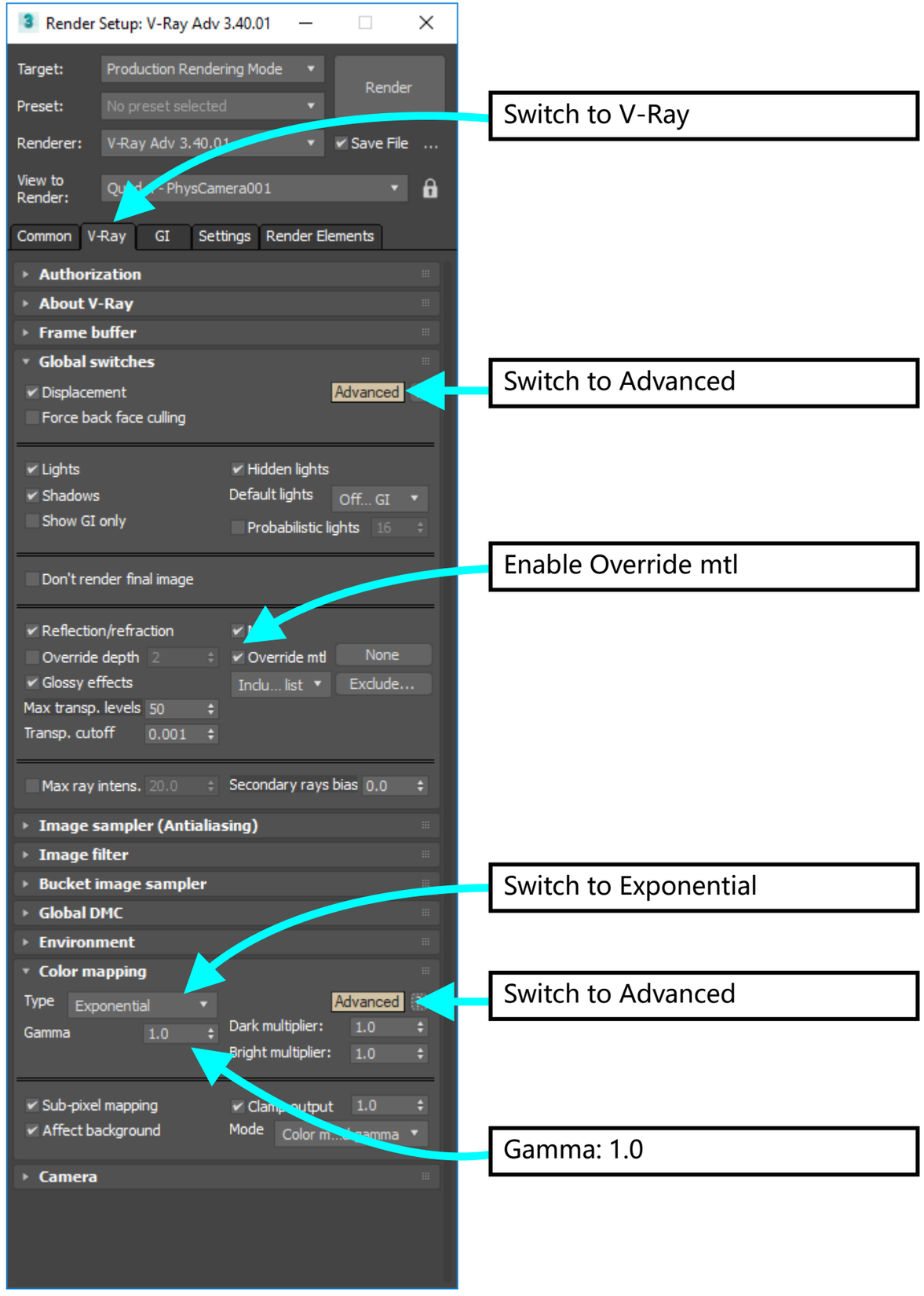
Switch to Custom

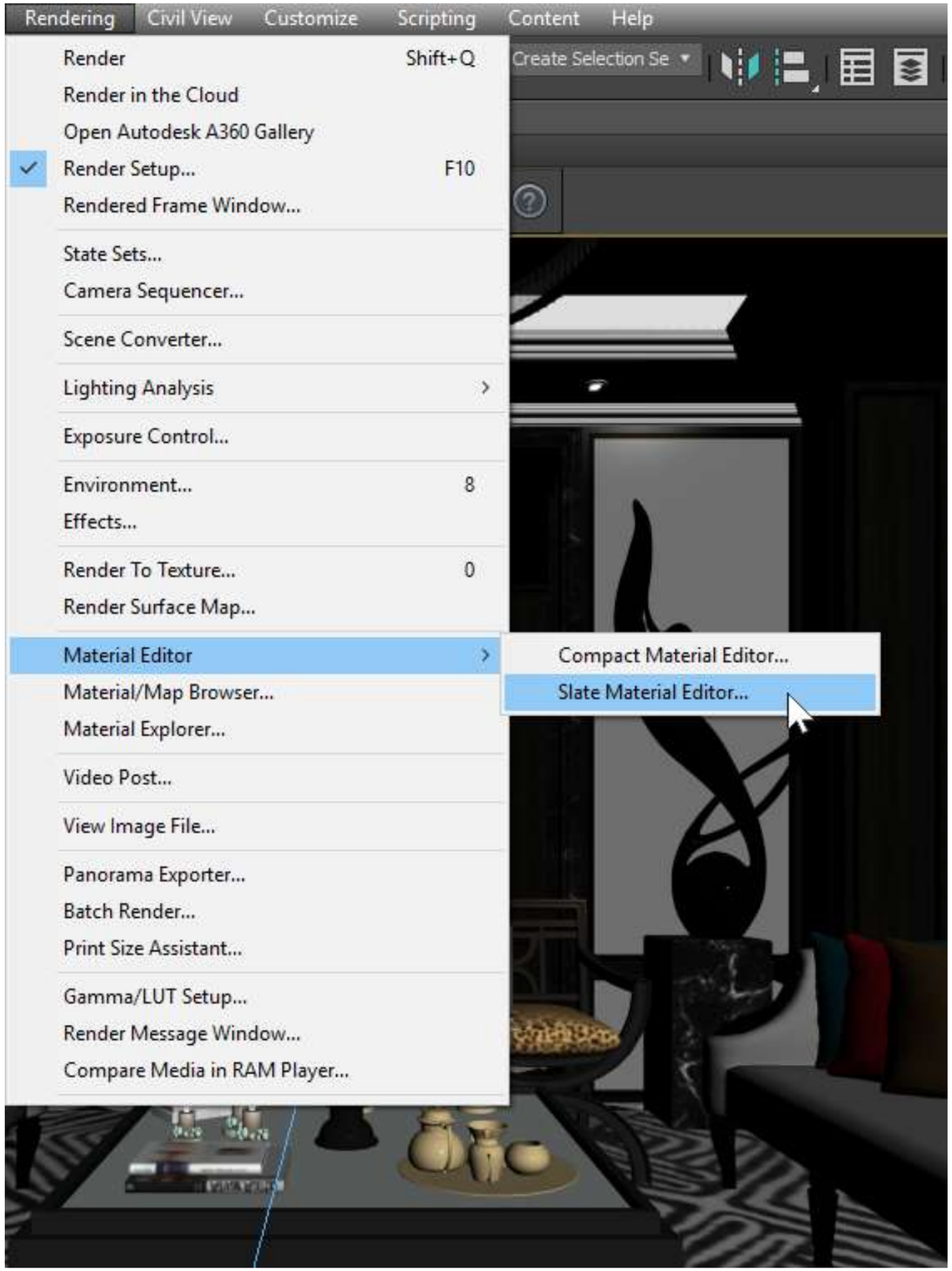
Subdivs: 50

Interp. Samples: 60

Min rate: -3

Max rate: -1


Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Authorization
About V-Ray
Frame buffer
Global switches
Displacement
Advanced
Force back face culling
Lights
Hidden lights
Shadows
Default lights
Off... GI
Show GI only
Probabilistic lights
16
Don't render final image
Reflection/refraction
Override depth
2
Override mtl
None
Glossy effects
Inclu... list
Exclude...
Max transp. levels
50
Transp. cutoff
0.001
Max ray intens.
20.0
Secondary rays bias
0.0
Image sampler (Antialiasing)
Image filter
Bucket image sampler
Global DMC
Environment
Color mapping
Type
Exponential
Advanced
Gamma
1.0
Dark multiplier:
1.0
Bright multiplier:
1.0
Sub-pixel mapping
Affect background
Mode
Camera
Switch to V-Ray
Switch to Advanced
Enable Override mtl
Switch to Exponential
Switch to Advanced
Gamma: 1.0



Next, go to Slate Material Editor

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freefo

Polygon Modeling

Select Display

Name (Sorted As

Helix0
Helix0
Helix0
Layer:
Line00
Line00
Line00
Line20
Line20
Objec
PhysC
PhysC
Rectar
Rectar
Rectar
Rectar
Rectar
Rectar
Rectar
Rectar
Rectar
Rectar
Rectar
VRayL
VRayL
w-cg.t
w-cg.t
wind0
wind0
组019
组042
组494
雕像0
雕像0

Slate Material Editor

Modes Material Edit Select View Options Tools Utilities

View1

Material/Map Browser

Search by Name ...

- Materials
- General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
- Scanline
Advanced Lighting...
Standard
- V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
VRayScatterVolume
VRaySimbiontMtl
VRaySkinMtl
VRayStochasticFlake...
VRayVectorDisplBake
VRayVRmatMtl
- Maps

View1

Navigator

Material #2142146375 (VRayMtl)

Material #2142146375

Basic parameters

Diffuse Roughness 0.0

Reflect Subdivs 8
HGlossiness L 1.0 AA: 6/6; px: 6/96
RGlossiness 1.0 Max depth 5
Fresnel reflections Exit color
Fresnel IOR L 1.6 Dim distance 100.0mm
Affect channels Col...nly Dim fall off 0.0

Refract Subdivs 8
Glossiness 1.0 AA: 6/6; px: 6/96
IOR 1.6 Max depth 5
Abbe number 50.0 Exit color
Affect channels Col...nly Affect shadows

Fog color Fog bias 0.0
Fog multiplier 1.0

Translucency None Thickness 1000.0mm
Scatter coeff 0.0 Back-side color
Fwd/bck coeff 1.0 Light multiplier 1.0

Self-illumination GI Mult 1.0

BRDF

Blinn Anisotropy (-1..1) 0.0

Rendering finished

105%

Move beside Render Setup, later we need to using it

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01 Save File ...
View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output
Single Every Nth Frame: 1
Active Time Segment: 0 To 100
Range: 0 To 100
File Number Base: 0
Frames 1,3,5-12

Area to Render
View Auto Region Selected

Output Size
Custom Aperture Width(mm): 36.0
Width: 320 320x240 720x486
Height: 200 640x480 800x600
Image Aspect: 1.6 Pixel Aspect: 1.0

Options
Atmospherics Render Hidden Geometry
Effects Area Lights/Shadows as Points
Displacement Force 2-Sided
Video Color Check Super Black
Render to Fields

Advanced Lighting
Use Advanced Lighting
Compute Advanced Lighting when Required

Bitmap Performance and Memory Options
Bitmap Proxies / Paging Disabled Setup...

Render Output
Save File Files...
C:\Users\Admin\Desktop\rt.tif
Put Image File List(s) in Output Path(s) Create Now
Autodesk ME Image Sequence File (.imsq)
Legacy 3ds Max Image File List (.ifl)

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected
Click or click-and-drag to select objects

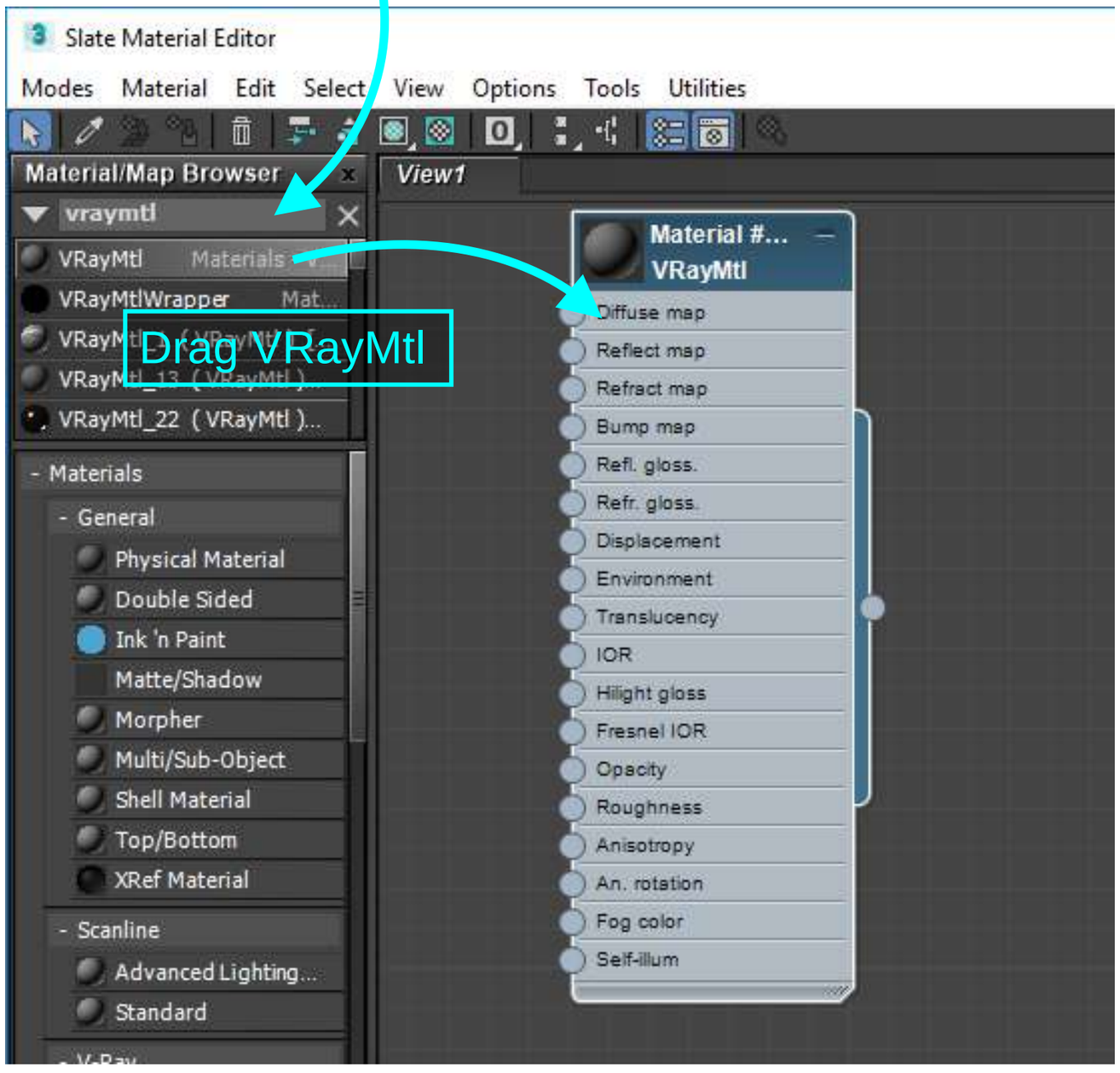
X: -3267.939r Y: -5870.463r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected
Set Key Key Filters...

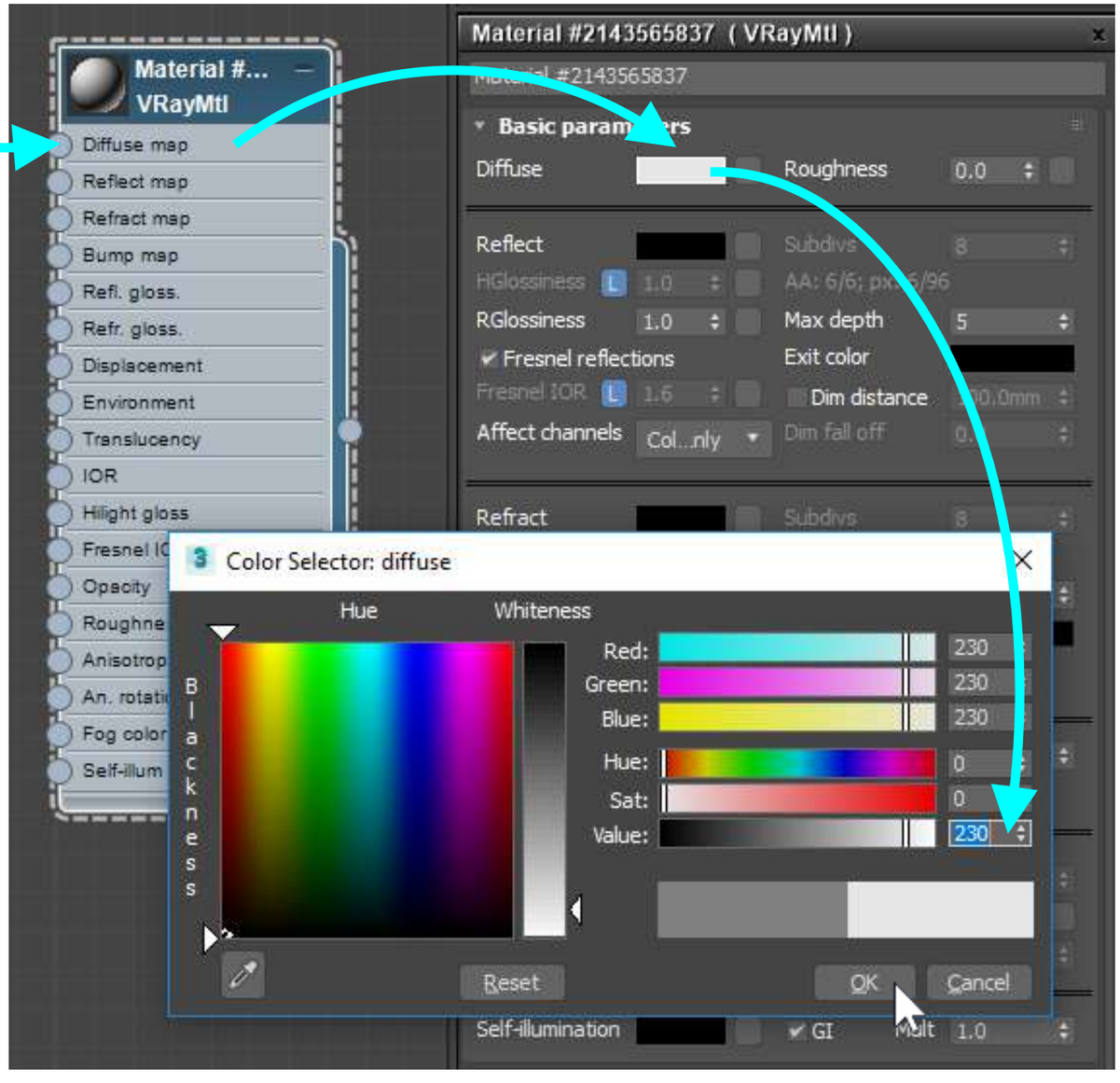
Welcome to Mi

Under Material/Map Browser, typing "vraymtl" (vraymtl - vray material)

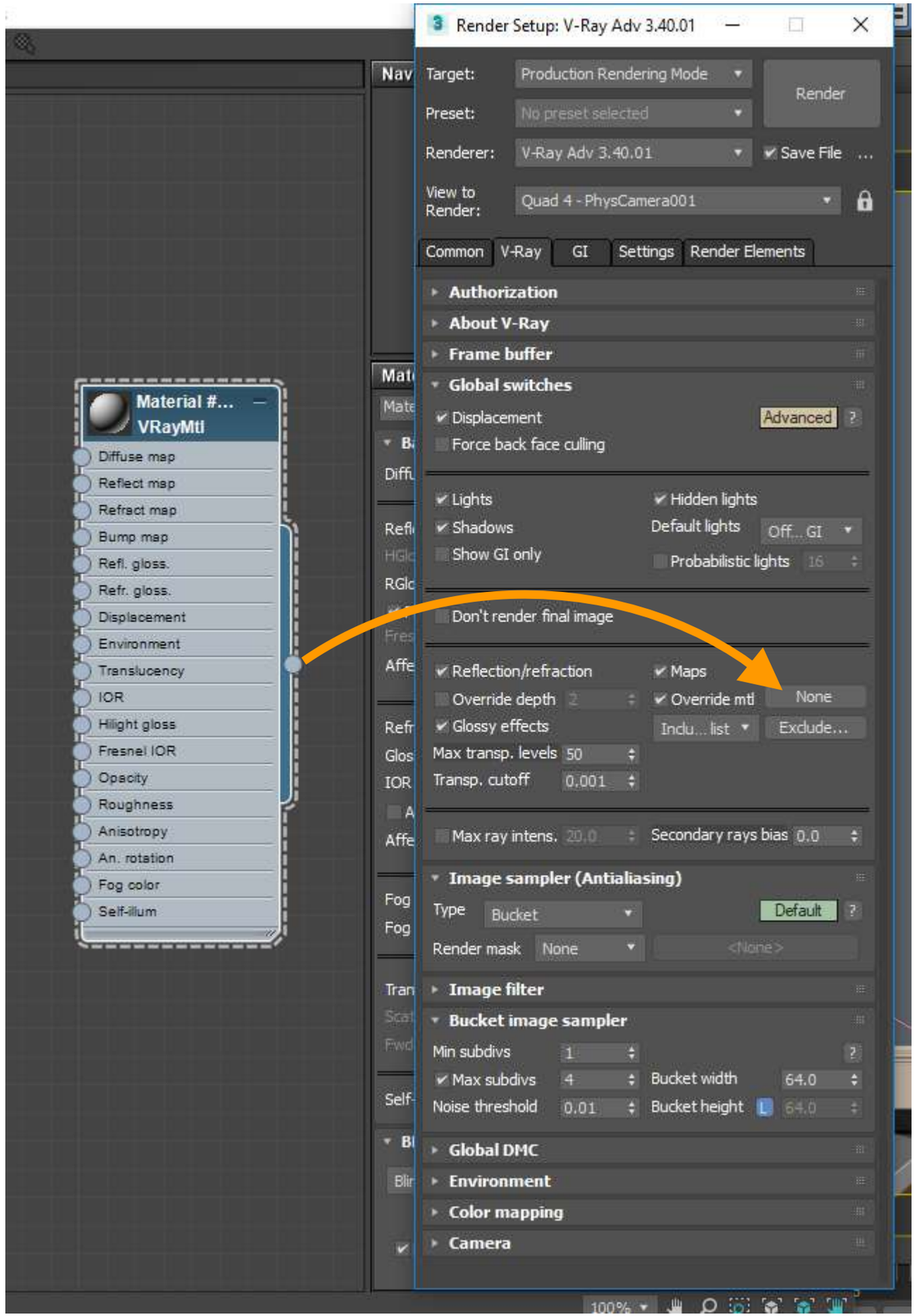


Double click “Diffuse map”

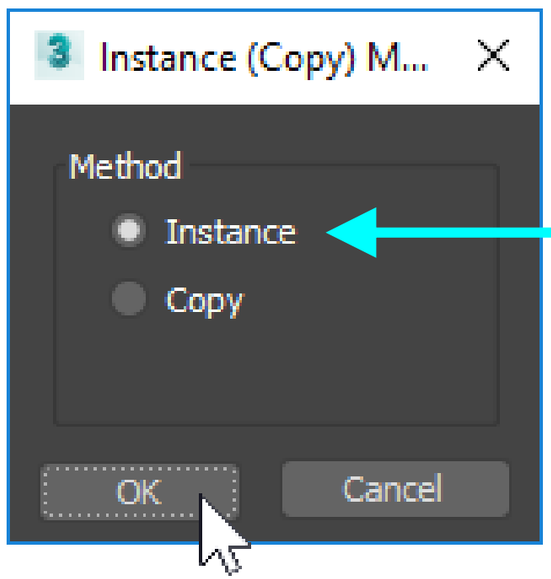
Double click “Diffuse” to change color



Change the value 128 → 230

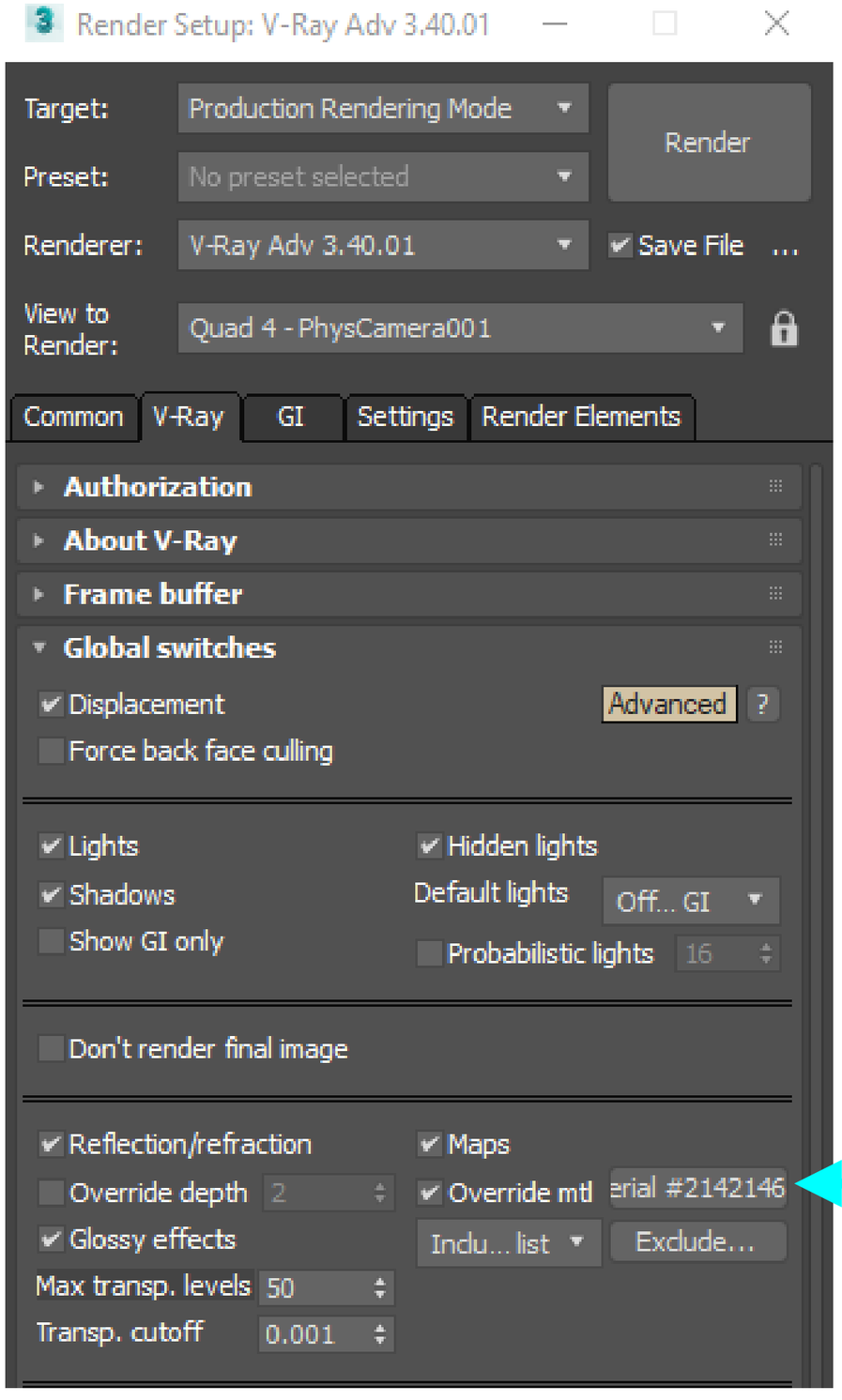


Drag VRayMtl into the box next to Override mtl



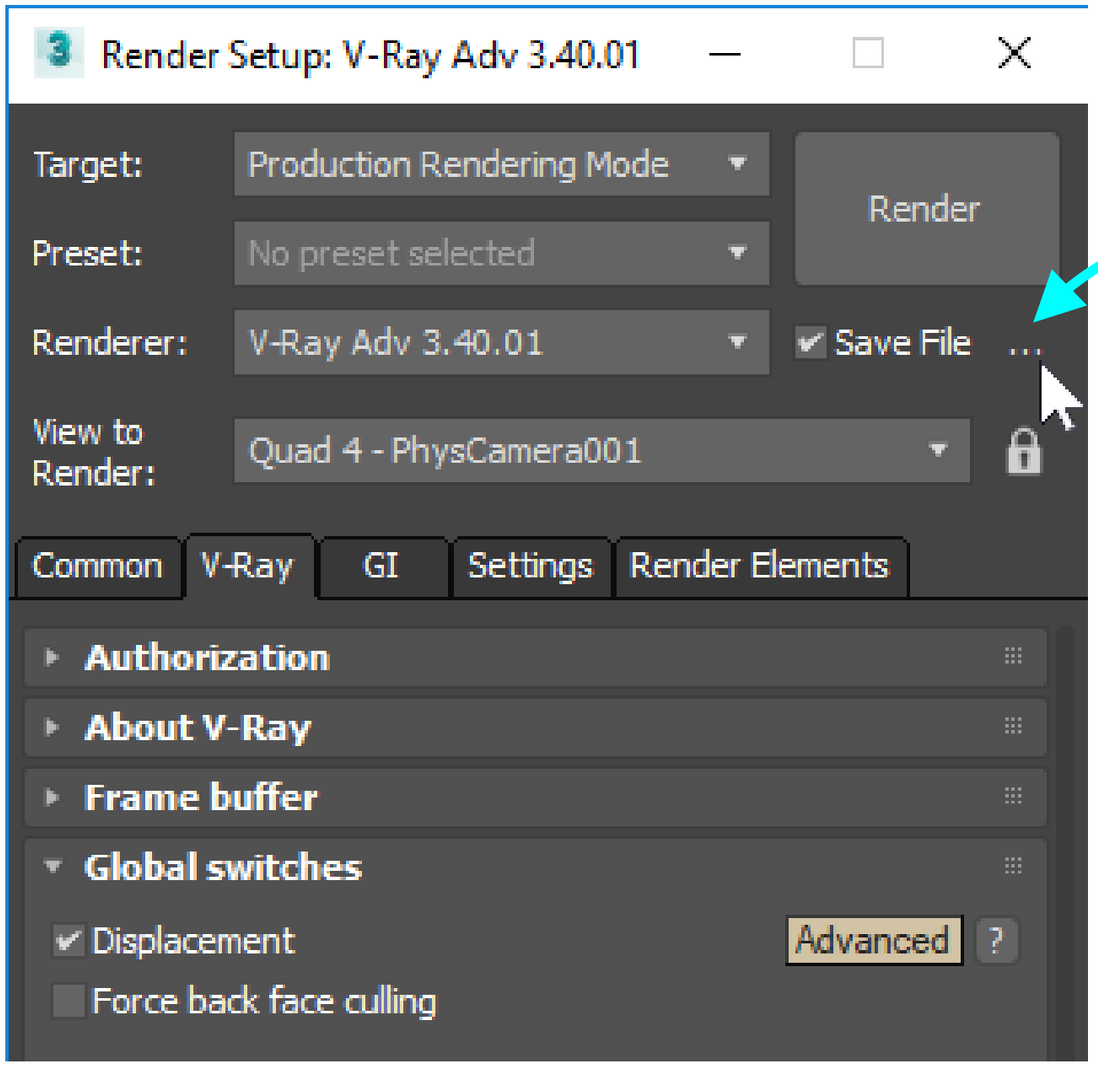
Select Instance

And click OK



After that, you will see Material #2142146 numbers beside Override mtl

Next we can render white box (or grey render)



Press "…" after Save File

Save it in a place that is easier to find example Desktop

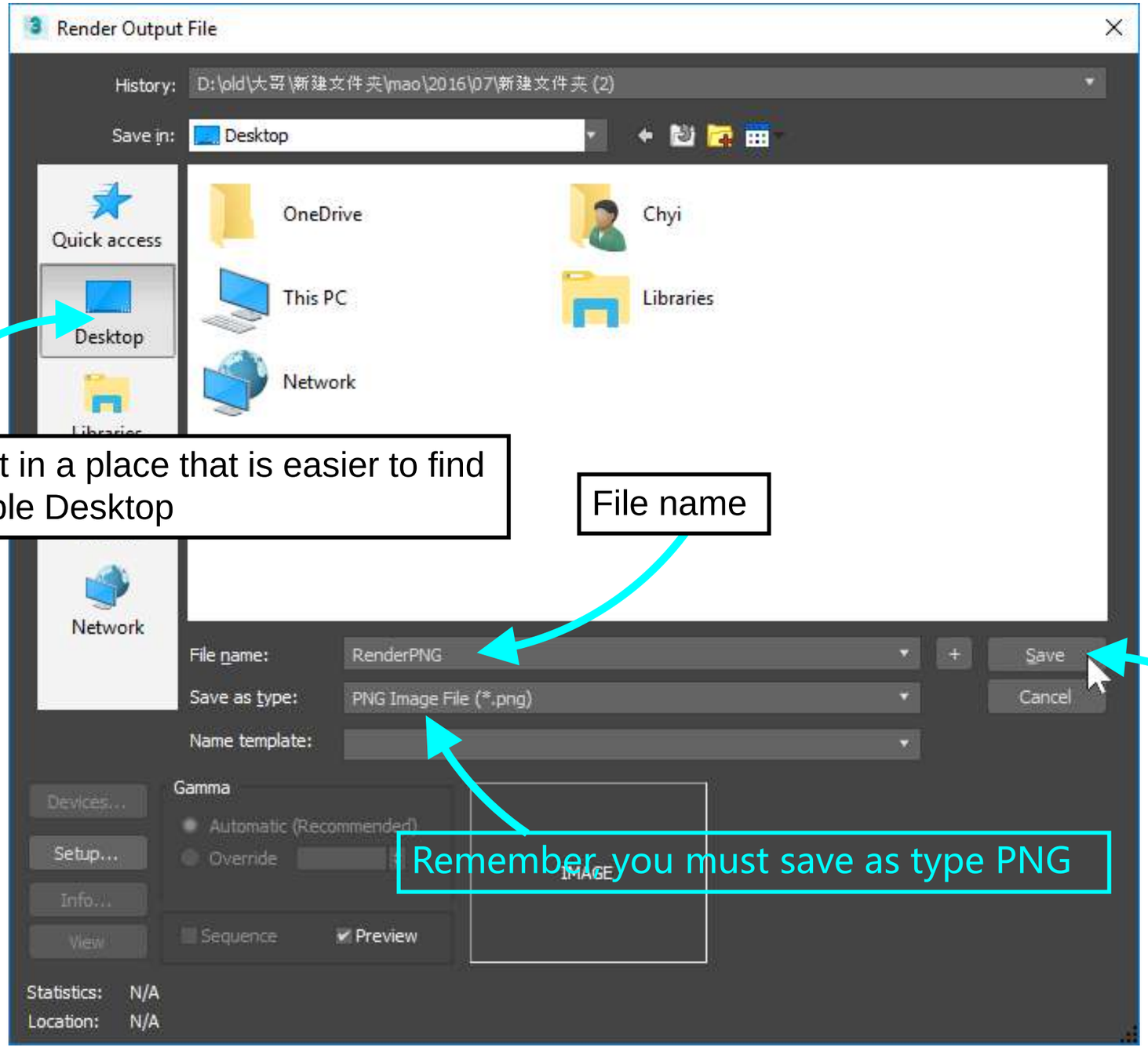
File name

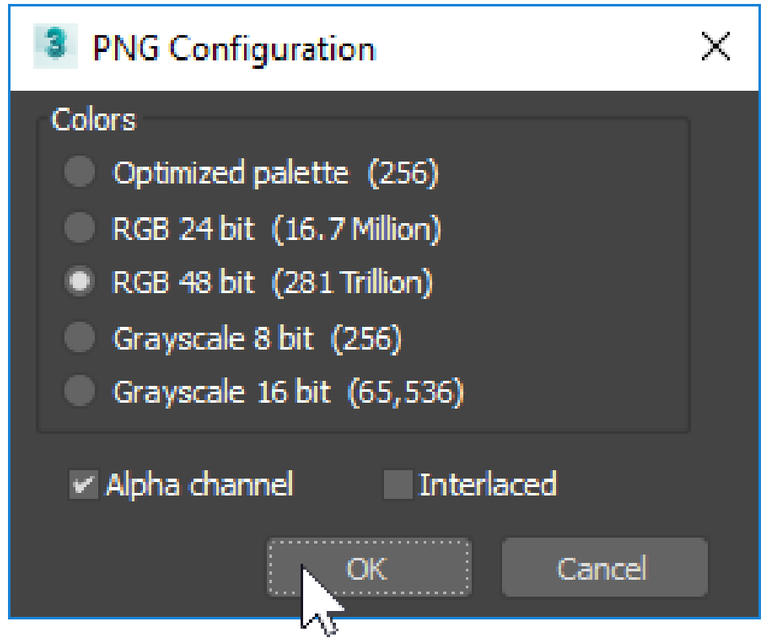
Save

Choose RGB 48 bit

And click OK

Remember you must save as type PNG





Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

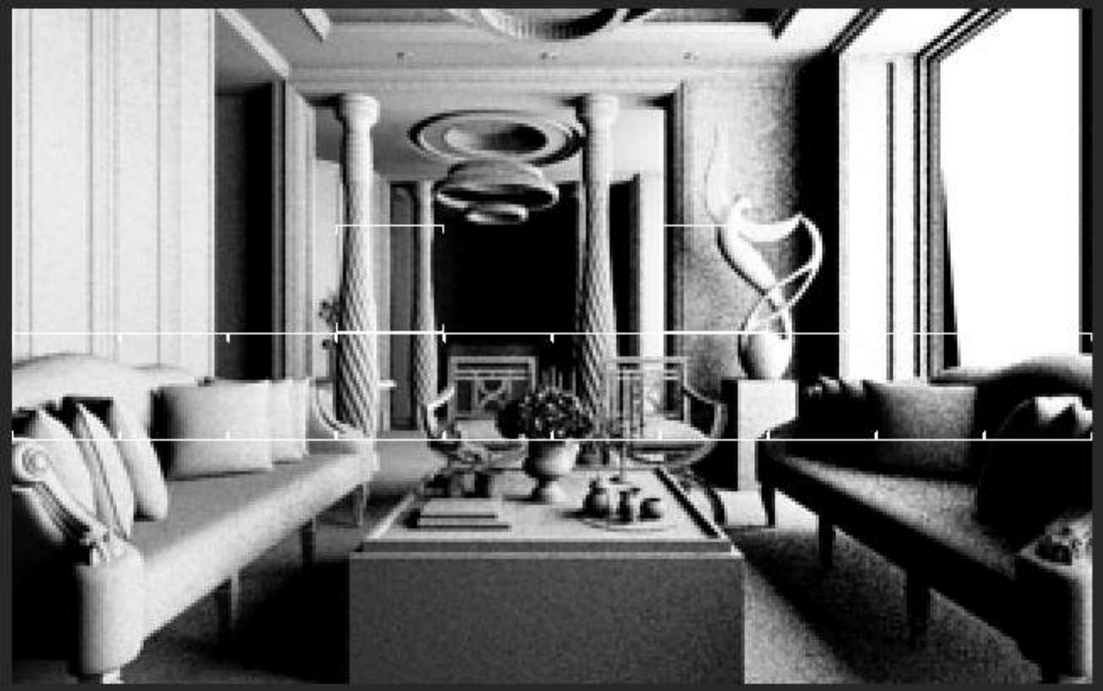
Select Display Ed

Name (Sorted Ascendi

Helix050
Helix051
Helix052
Layer:DS-G
Line004
Line005
Line006
Line202922
Line202922
Object008
PhysCamer
PhysCamer
Rectangle0
Rectangle0
Rectangle0
Rectangle0
Rectangle0
Rectangle0
Rectangle1
Rectangle1
Rectangle1
Rectangle1
Rectangle1
Rectangle2
VRayLight0
VRayLight0
w-cg.taoba
w-cg.taoba
wind004
wind007
组019
组042
组494
雕像01
雕像002

V-Ray frame buffer - [200% of 320 x 200]

RGB color



Press “Render” button to begin

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01 Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Range: 0 To 100

File Number Base: 0

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image... [00:00:01.5] [00:00:03.6 est]

Common Parameters

Rendering Progress:

Frame # 0 Last Frame Time: 0:00:16

1 of 1 Total Elapsed Time: 0:00:00

Pass # 1/1 Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 320

Start Time: 0 Height: 200

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.60000

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:2142.6M Ray Traced: 0

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Rendering Time 0:00:16

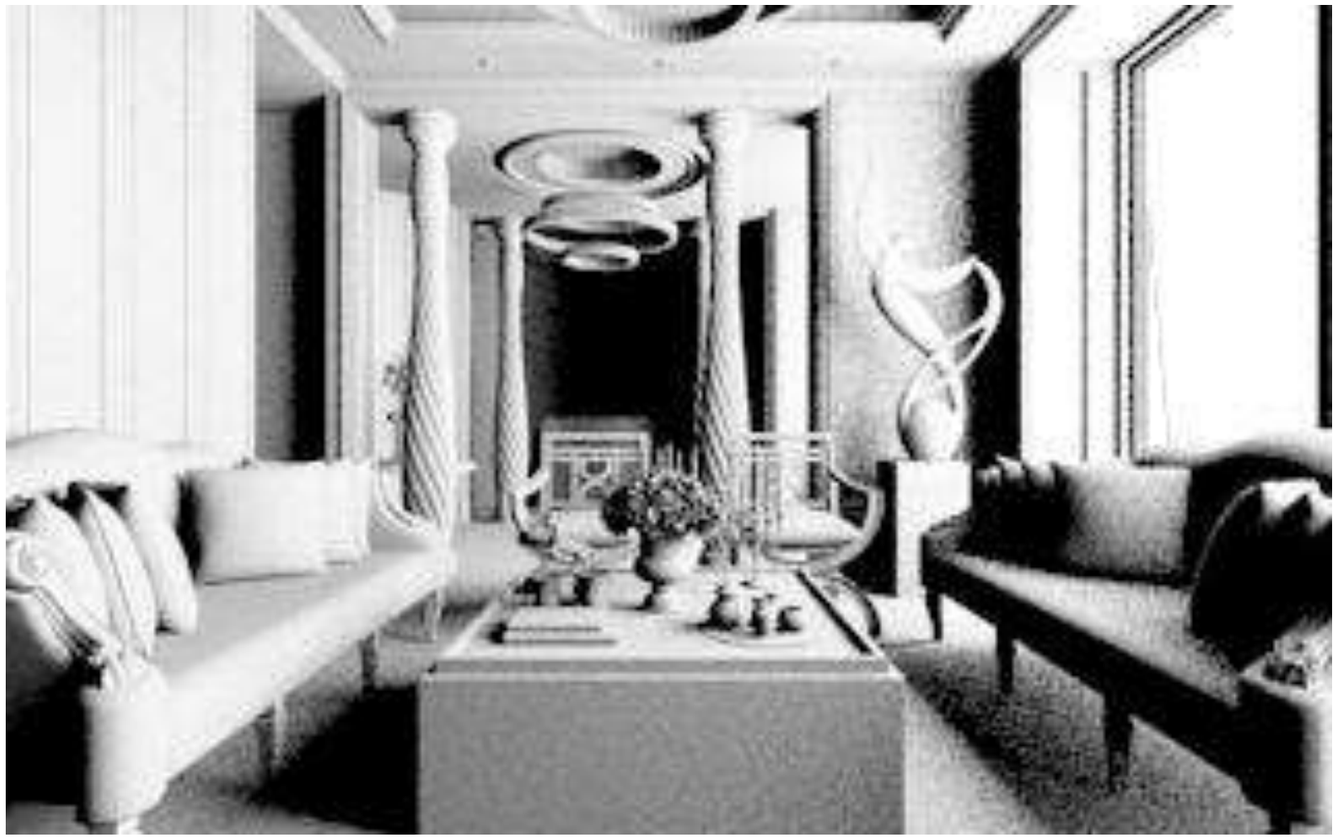
X: -12648.206 Y: -3938.729 Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

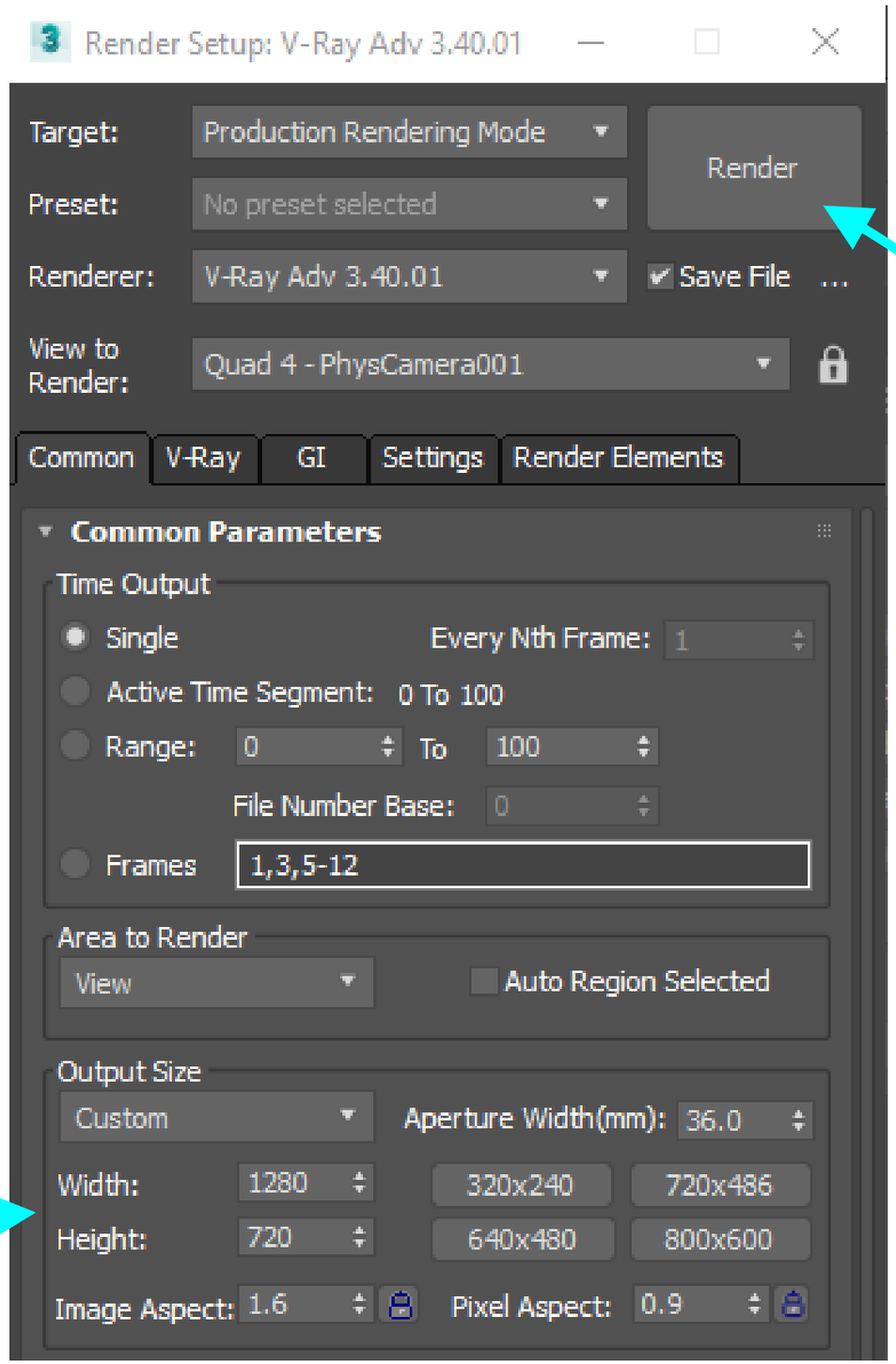
Set Key Key Filters...

Welcome to Mi



The picture size is 320x200 after rendering
Next we going render in larger size

Type the width and height



And press Render

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

Save File

Render

Render Elements

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

More high quality, it will takes more time to rendering

Stop Cancel

.. [00:00:33.9] [00:00:35.4 est]

Last Frame Time: 0:05:23

Elapsed Time: 0:00:00

Time Remaining: ??:??:??

Width: 1280

Height: 720

Pixel Aspect Ratio: 1.00000

Image Aspect Ratio: 1.77778

Render to Fields: No

Force 2-Sided: No

Compute Adv. Lighting: No

\Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No

Dither Paletted: Yes

Dither True Color: Yes

Lights: 0

Shadow Mapped: 0

Ray Traced: 0

None Selected

Rendering Time 0:05:23

Grid = 10.0mm

Add Time Tag

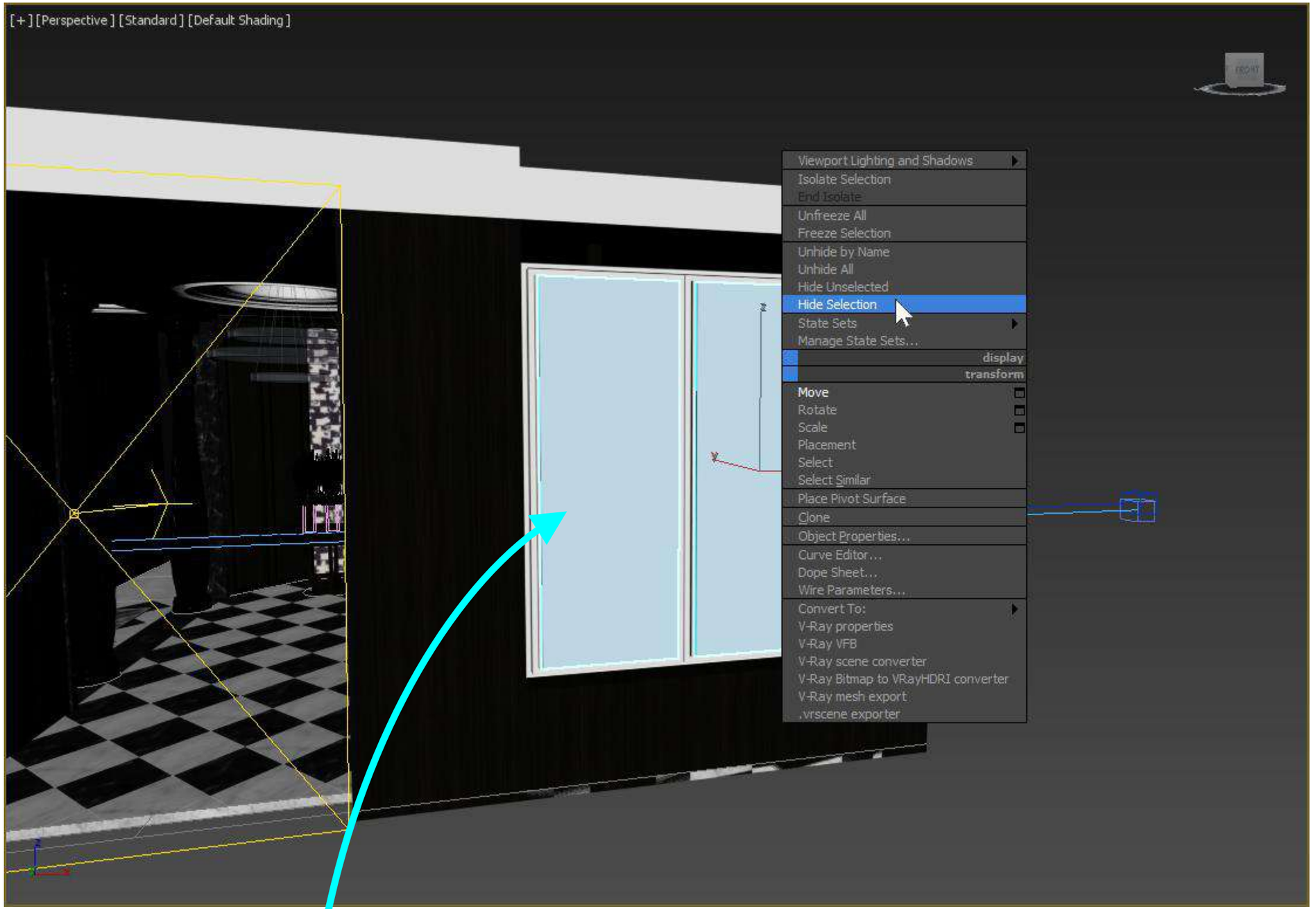
Auto Key Selected

Set Key Key Filters...

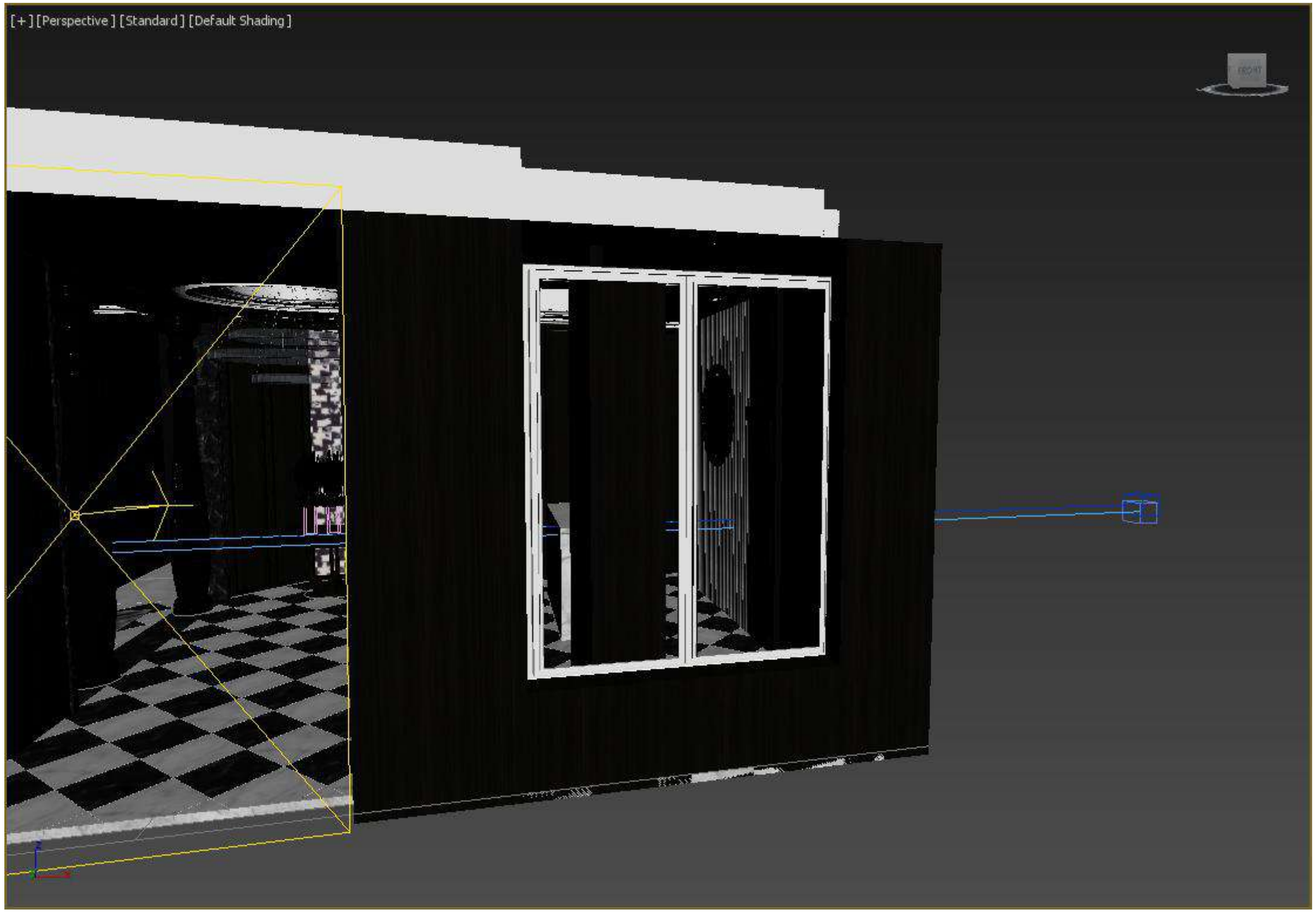
Welcome to M

Finish

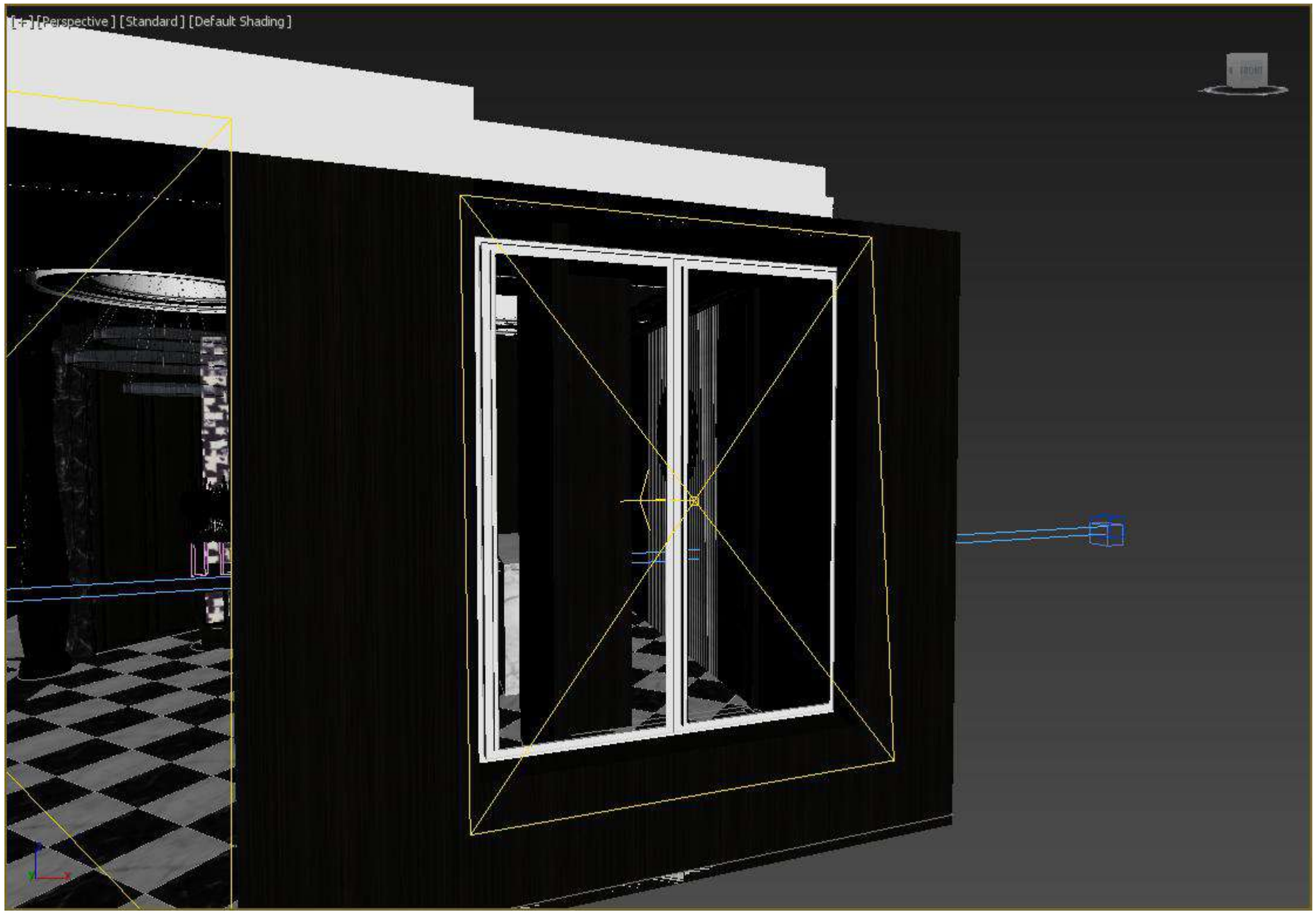
Since inside being too dark, we need add some VRayLight



Ungroup and hide the glass panel



Next we going add VRayLight beside windows



After adding VRayLight, we switch back to PhysCamera001

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset:

Render

Save File

Render Elements

Every Nth Frame: 1

Stop Cancel

Last Frame Time: 0:00:00
Elapsed Time: 0:00:00
Time Remaining: ??:??:??

Width: 1280
Height: 720
Pixel Aspect Ratio: 1.00000
Image Aspect Ratio: 1.77778
Render to Fields: No
Force 2-Sided: No
Compute Adv. Lighting: No

Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No
Dither Paletted: Yes
Dither True Color: Yes

Lights: 0
Shadow Mapped: 0
Ray Traced: 0

None Selected

Rendering Time 0:00:00

Grid = 10.0mm

Add Time Tag

Auto Key Selected

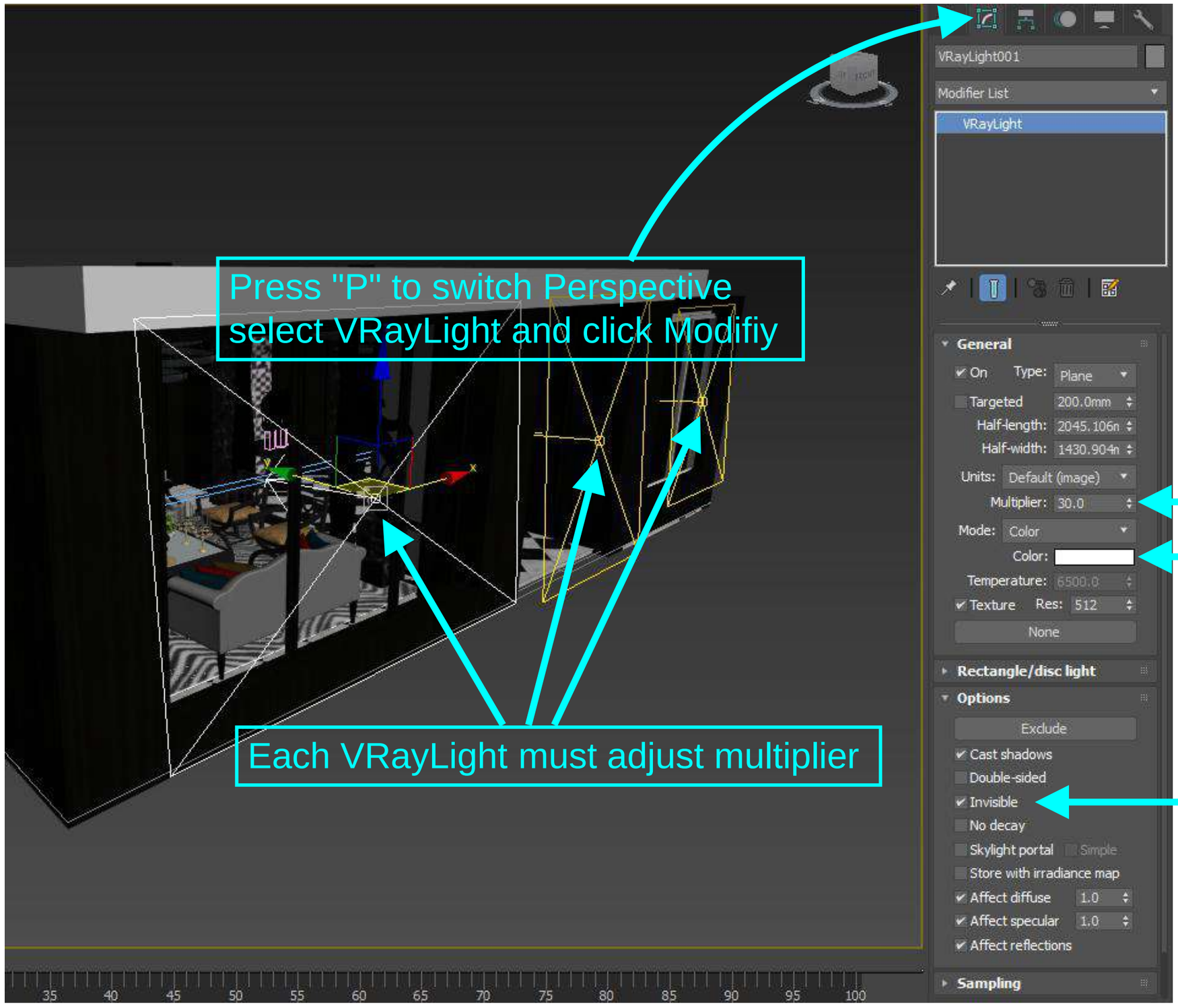
Set Key Key Filters...

Welcome to M

As we can see, now the result are much more better

Next we learn how to adjust the brightness for VRayLight
And add VRaySky for environment map

Due to the VRayLight are too bright, we need to adjust the VRayLight mutliplier
And also add VRaySky for the environment, so the inside will not going too dark



Click “Modify”

Go to Mutliplier

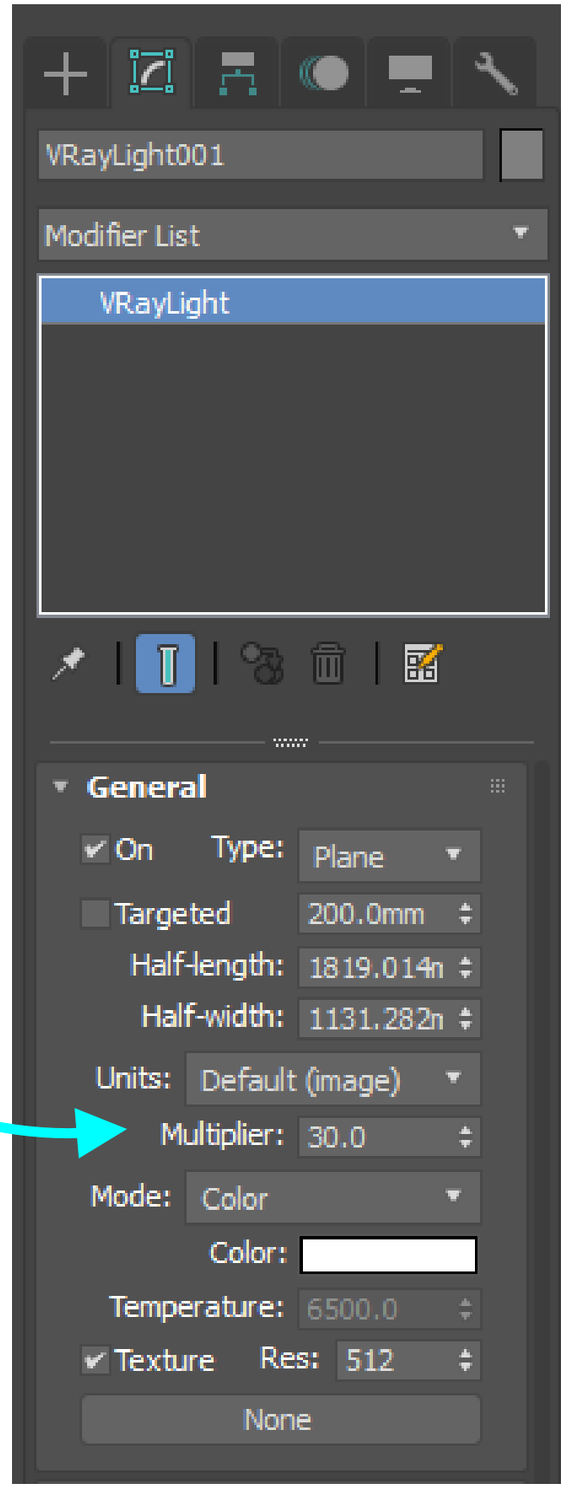
To adjust brightness

Keep the color

Please don’t change it

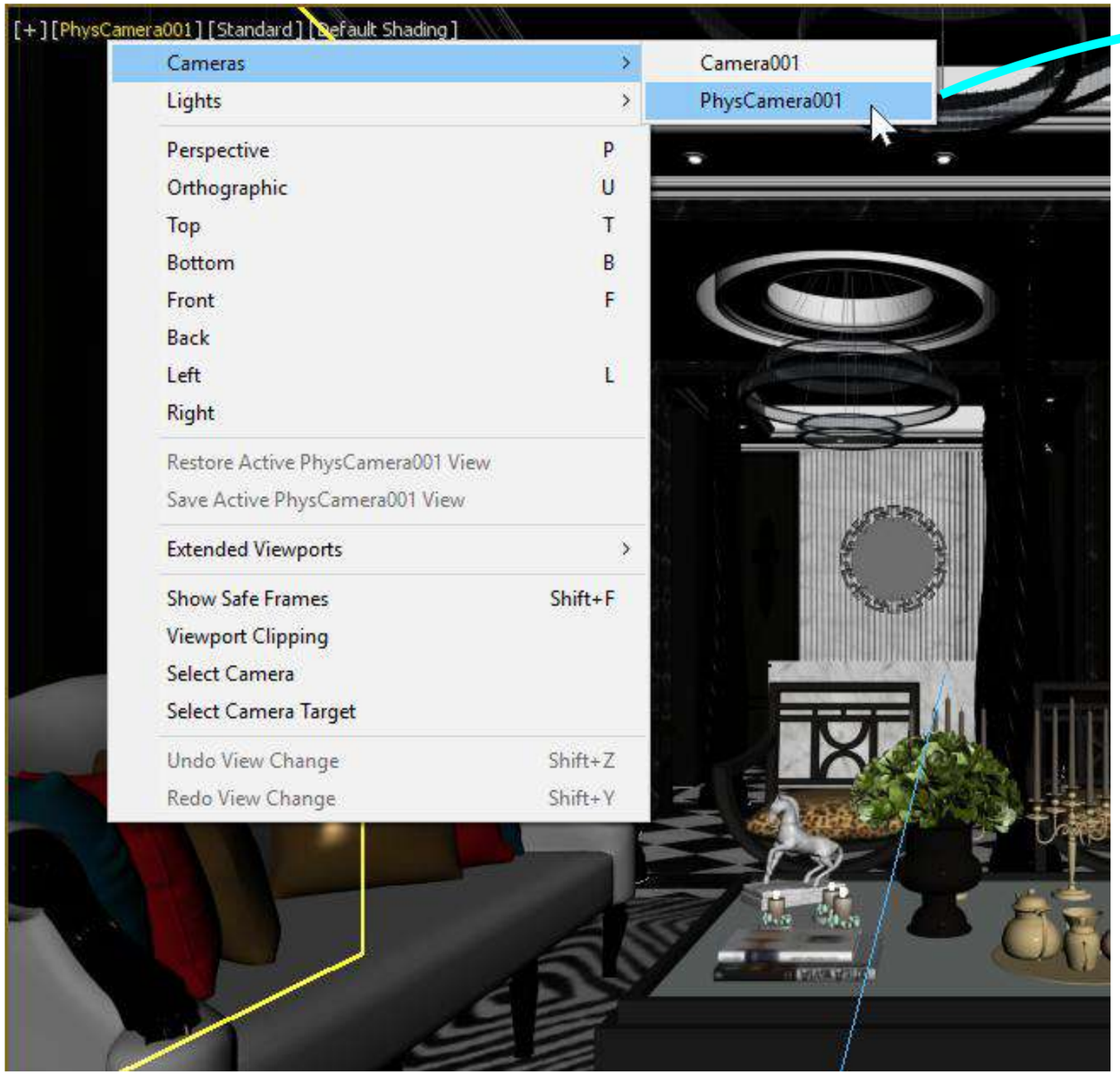
Enable Invisible

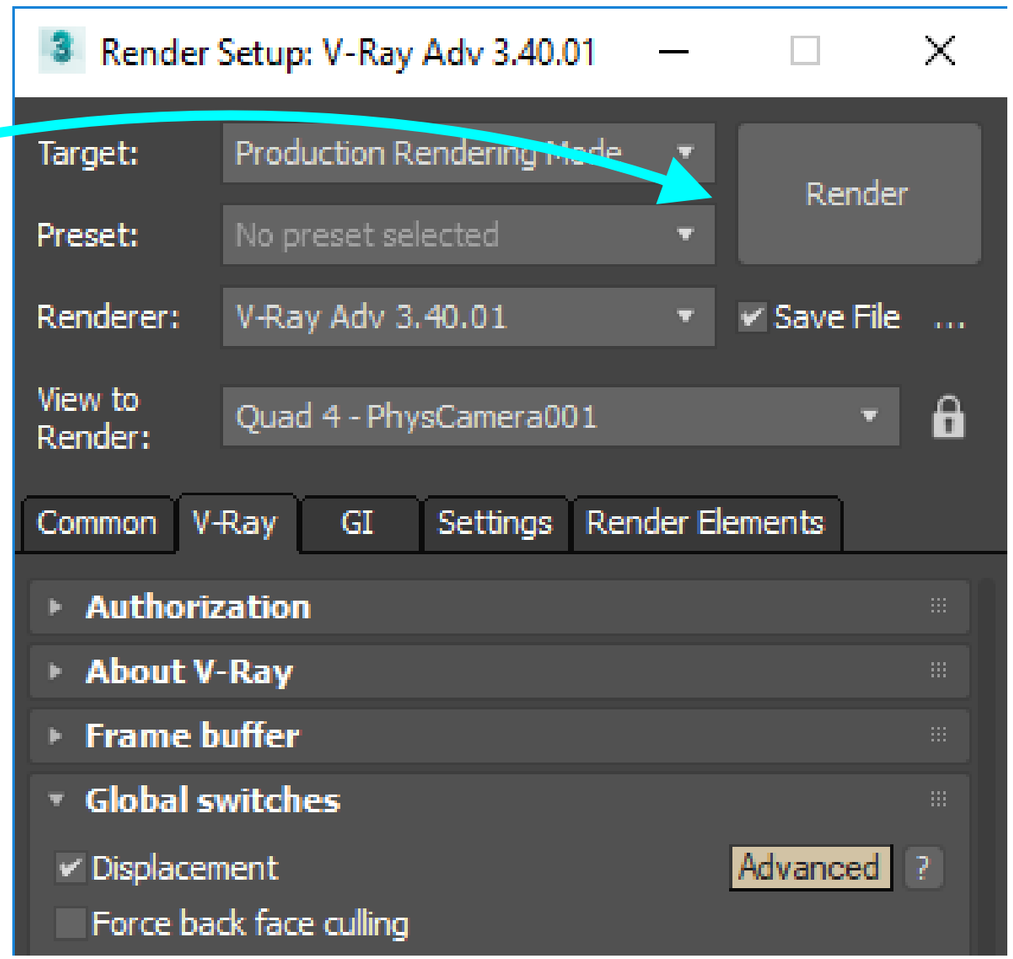
Edit the brightness in Multiplier



Each architectural models have different structure
So you have to repeat the same step,adjust multiplier and render it
Until the screen doens't too bright or dark when finish rendering

Switch to PhysCamera001, and press Render





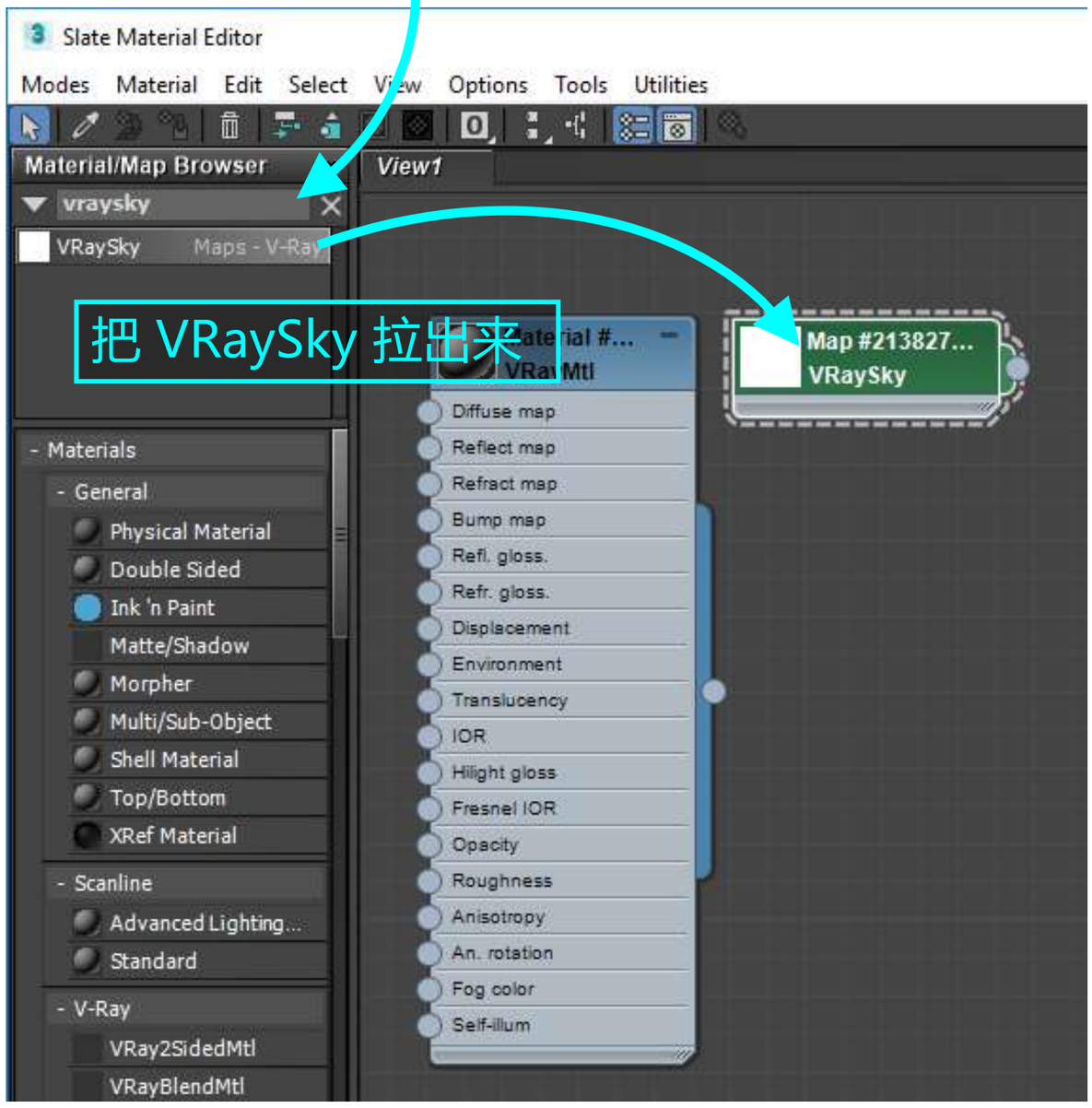
Mutliplier 30.0 too bright, the result isn’t well

Mutliplier 20.0 too bright, the result isn’t well

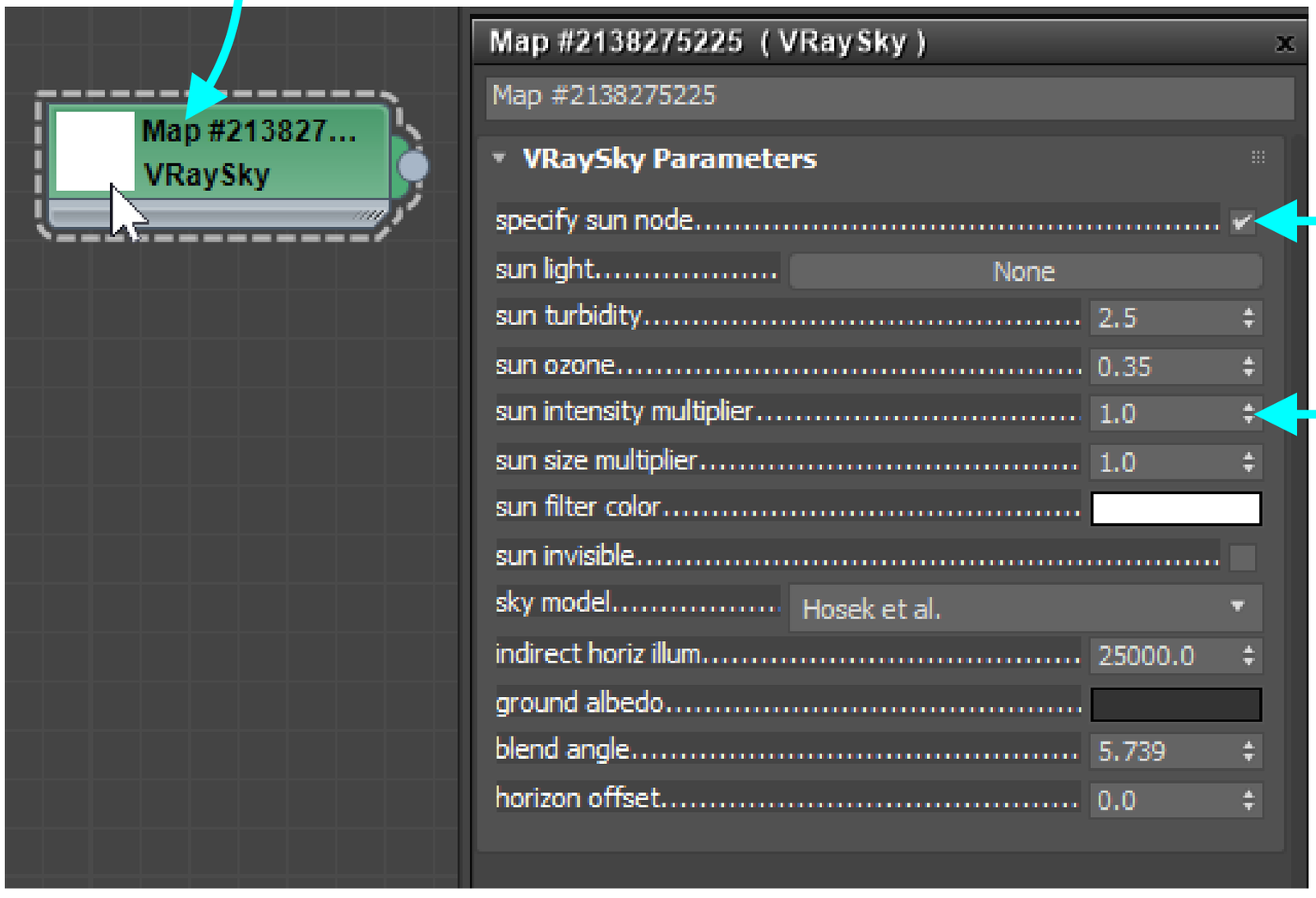
Mutliplier 10.0 a little dark, but the result still ok

Next, we add VRaySky in Slate Material Editor

Under Material / Map Browser , search: vraysky



Double click “VRaySky”

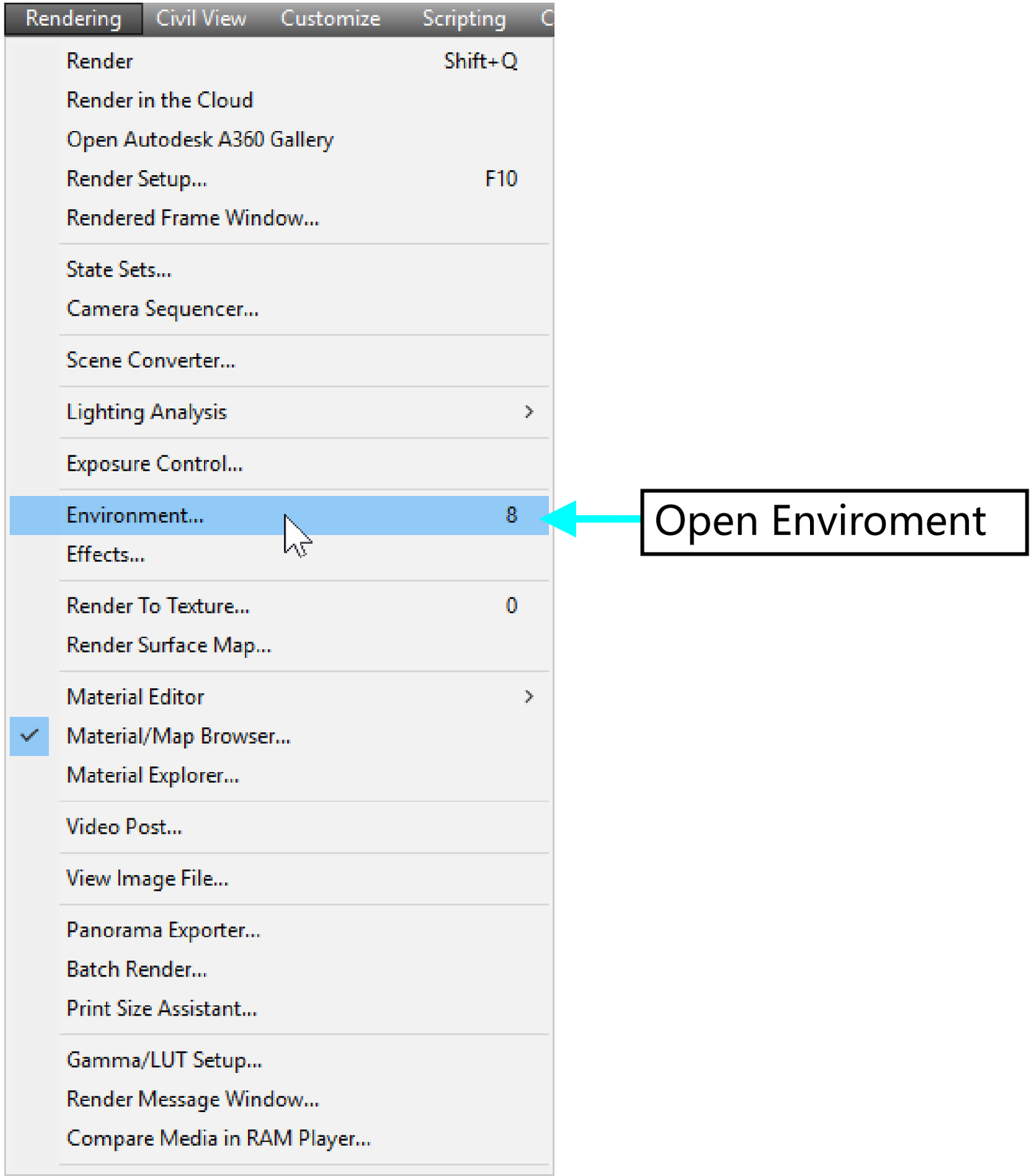


勾选 specify sun node

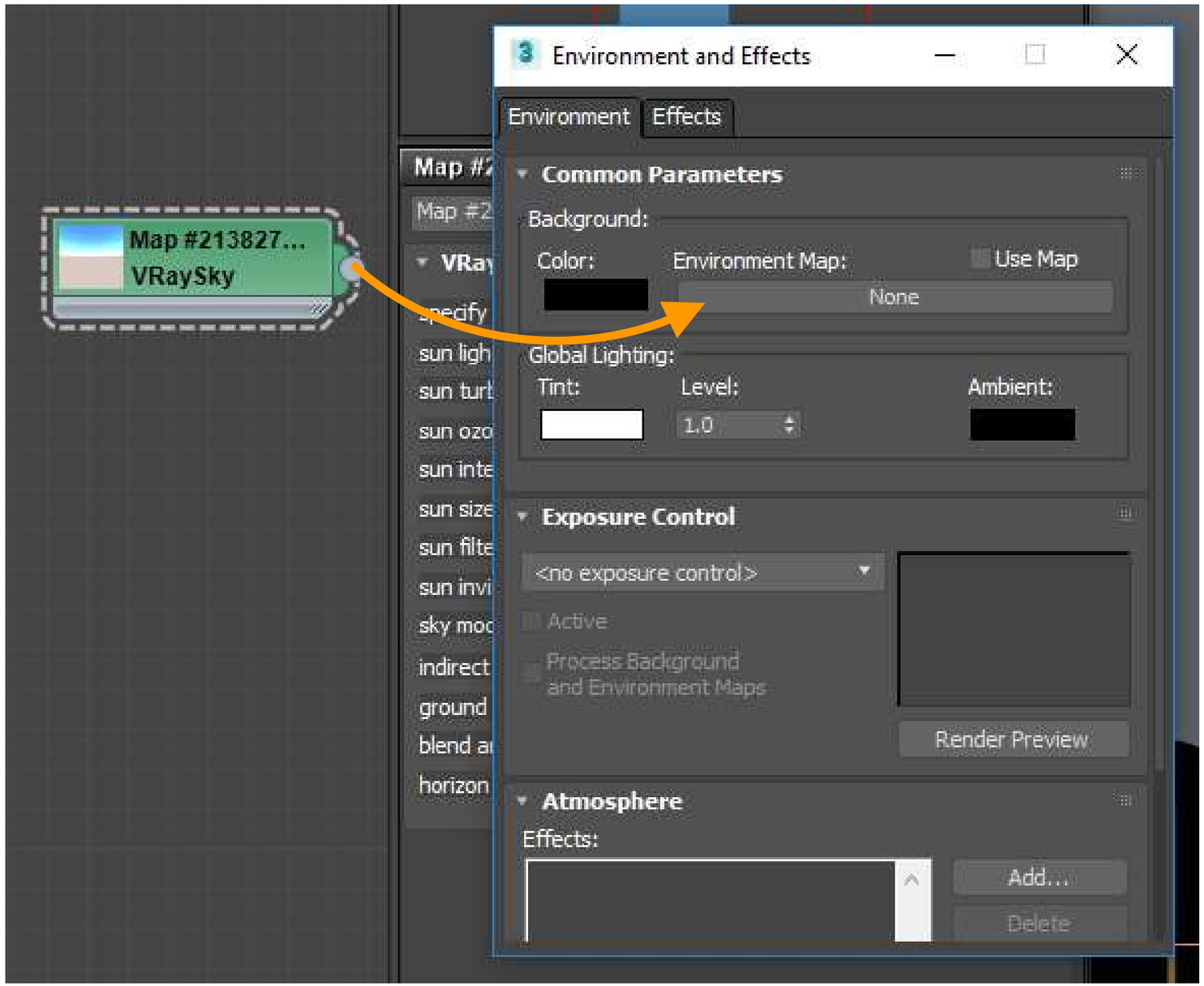
更改 sun intensity multiplier

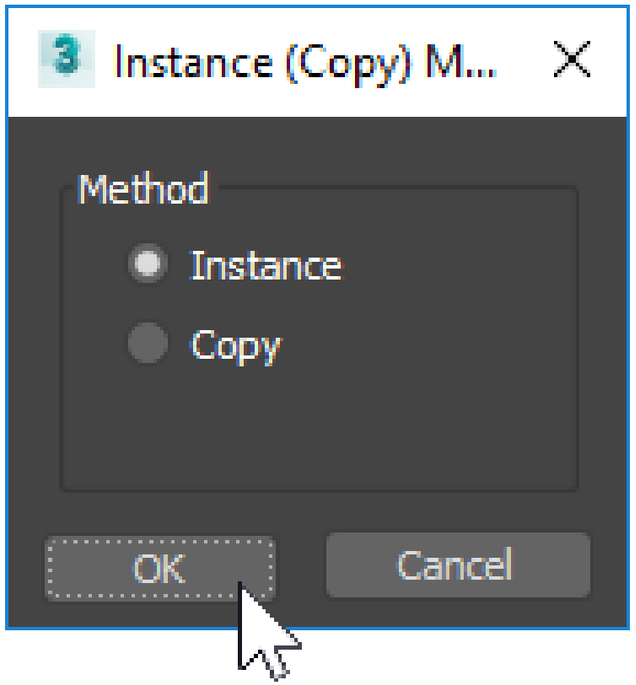
Each architechtural model have different structure, so you need figure out your own sun intensity multiplier

For example, I have try some sun intensity multiplier : 0.05


Rendering
Civil View
Customize
Scripting
C
Render Shift+Q
Render in the Cloud
Open Autodesk A360 Gallery
Render Setup... F10
Rendered Frame Window...
State Sets...
Camera Sequencer...
Scene Converter...
Lighting Analysis
Exposure Control...
Environment... 8
Effects...
Render To Texture... 0
Render Surface Map...
Material Editor
Material/Map Browser...
Material Explorer...
Video Post...
View Image File...
Panorama Exporter...
Batch Render...
Print Size Assistant...
Gamma/LUT Setup...
Render Message Window...
Compare Media in RAM Player...
Open Enviroment

Drag VRaySky under Environment Map





Select Instance，click OK

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Click Render

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Render

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

File ...

View to Render: Quad 4 - PhysCamera001

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Range: 0 To 100

File Number Base: 0

Frames 1,3,5-12

Area to Render

View Auto Region Selected

Output Size

Custom Aperture Width(mm): 36.0

Width: 1280 320x240 720x486

Height: 720 640x480 800x600

Image Aspect: 1.778 Pixel Aspect: 1.0

Options

- [x] Atmospherics
- [x] Effects
- [x] Displacement
- [ ] Video Color Check
- [ ] Render to Fields
- [ ] Render Hidden Geometry
- [ ] Area Lights/Shadows as Points
- [ ] Force 2-Sided
- [ ] Super Black

Advanced Lighting

- [x] Use Advanced Lighting
- [ ] Compute Advanced Lighting when Required

Bitmap Performance and Memory Options

Bitmap Proxies / Paging Disabled Setup...

Render Output

- [x] Save File Files...

C:\Users\Chyi\Desktop\RenderPNG.png

- [ ] Put Image File List(s) in Output Path(s) Create Now
- (•) Autodesk ME Image Sequence File (.imsq)

Welcome to M

1 Light Selected

Rendering Time 0:00:44

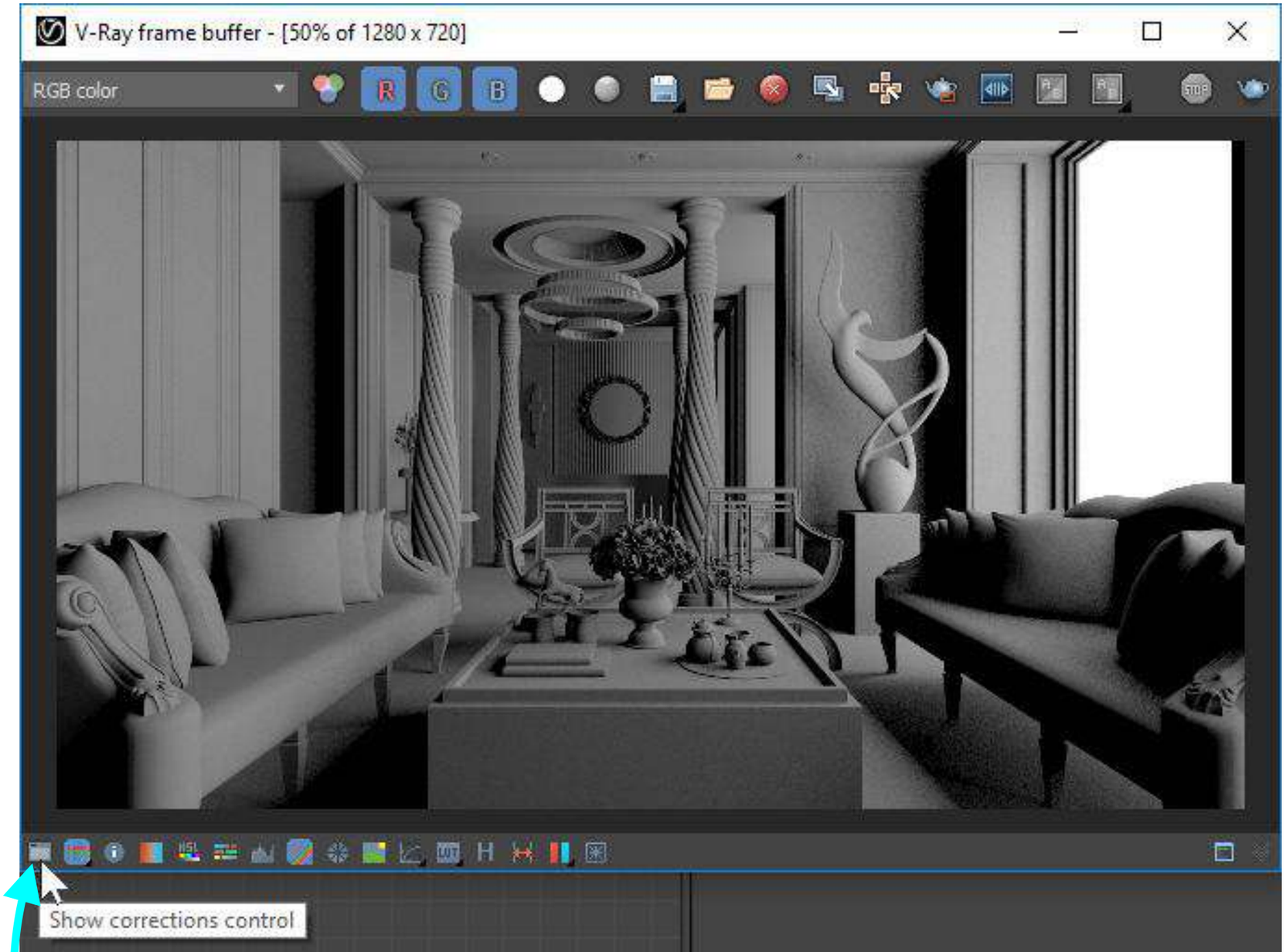
X: -7571.754 Y: -7159.408 Z: 0.0mm Grid = 10.0mm

Add Time Tag

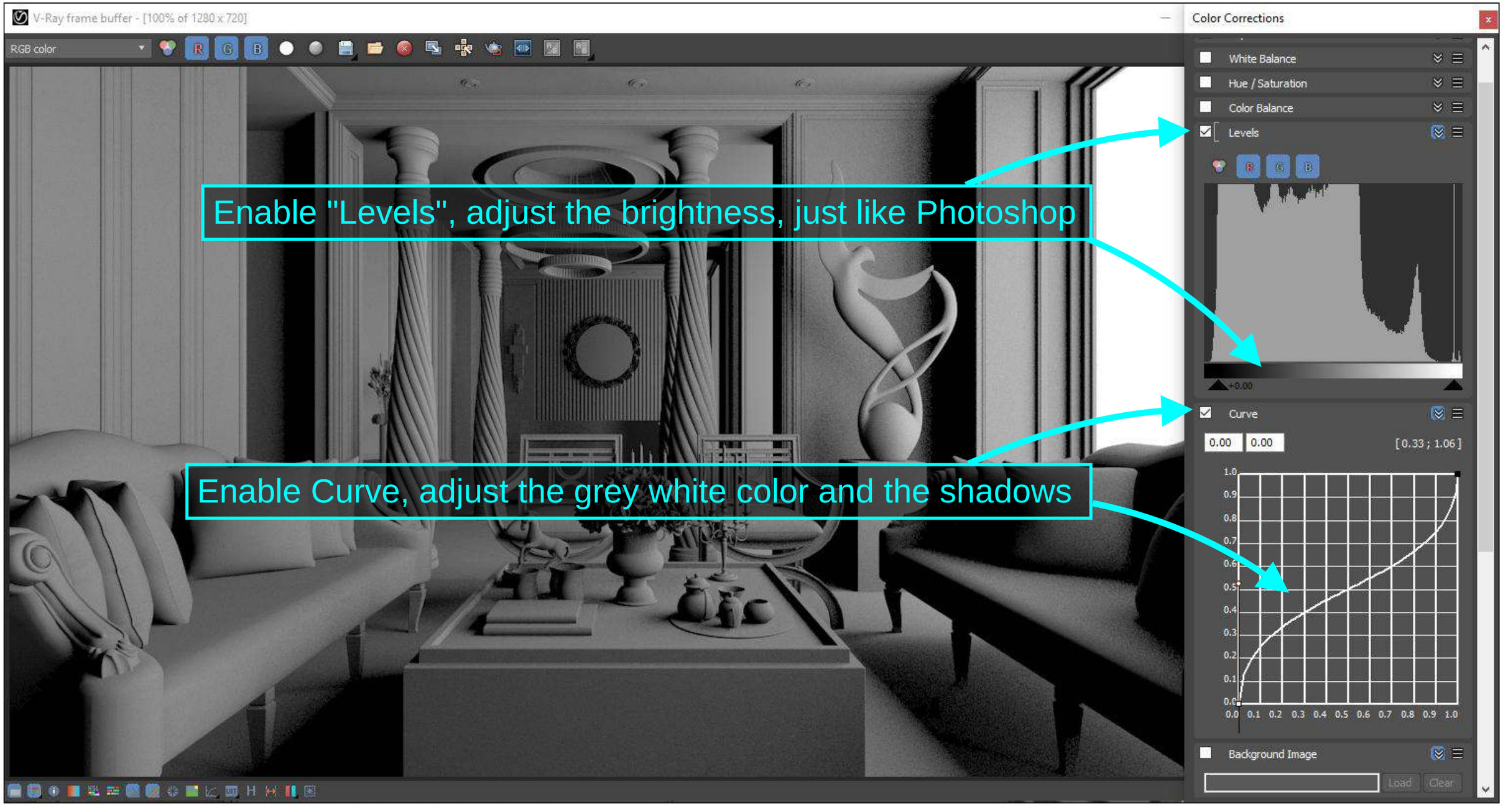
Auto Key Selected

Set Key Key Filters...

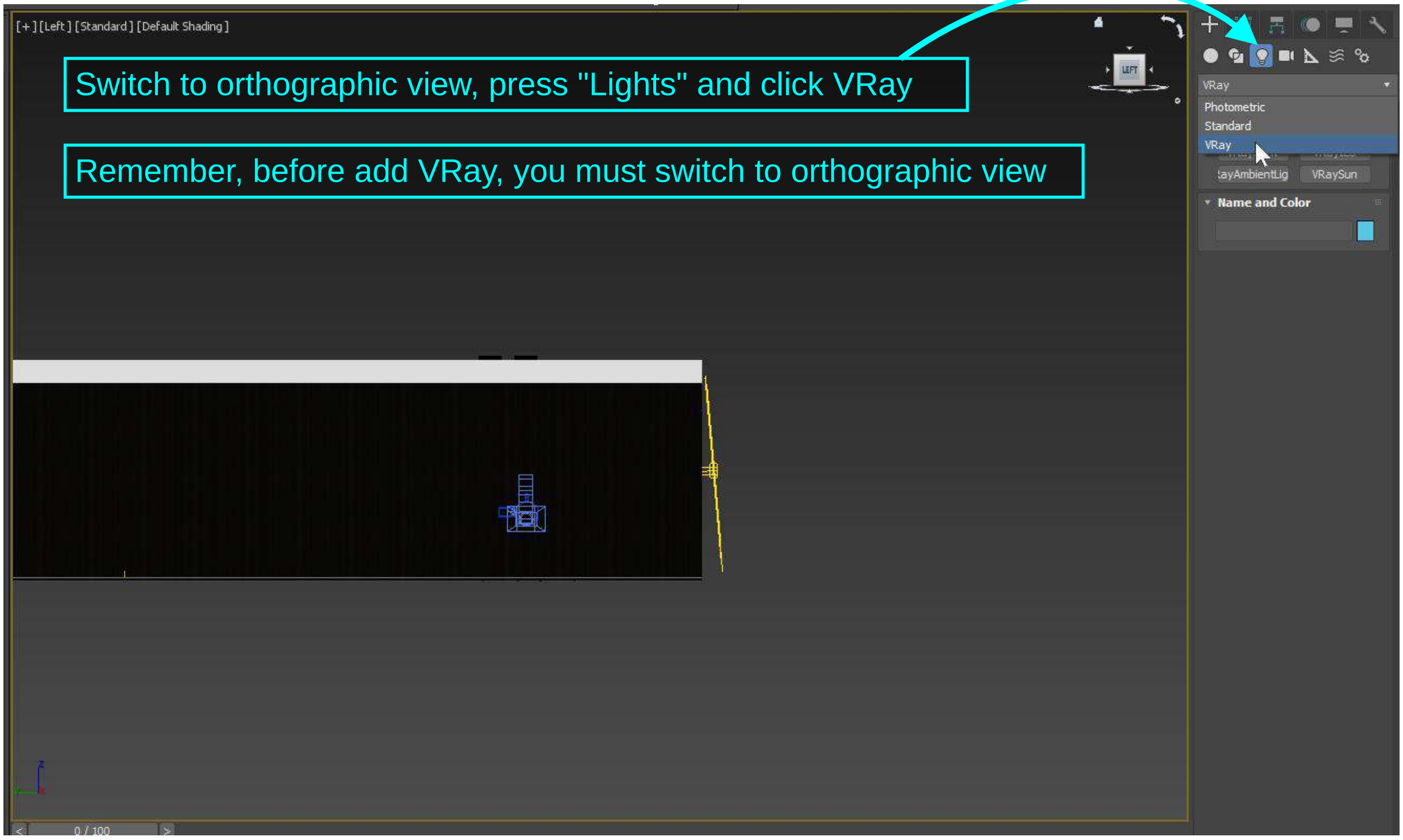
After finish rendering, the next step is to do some light adjustments

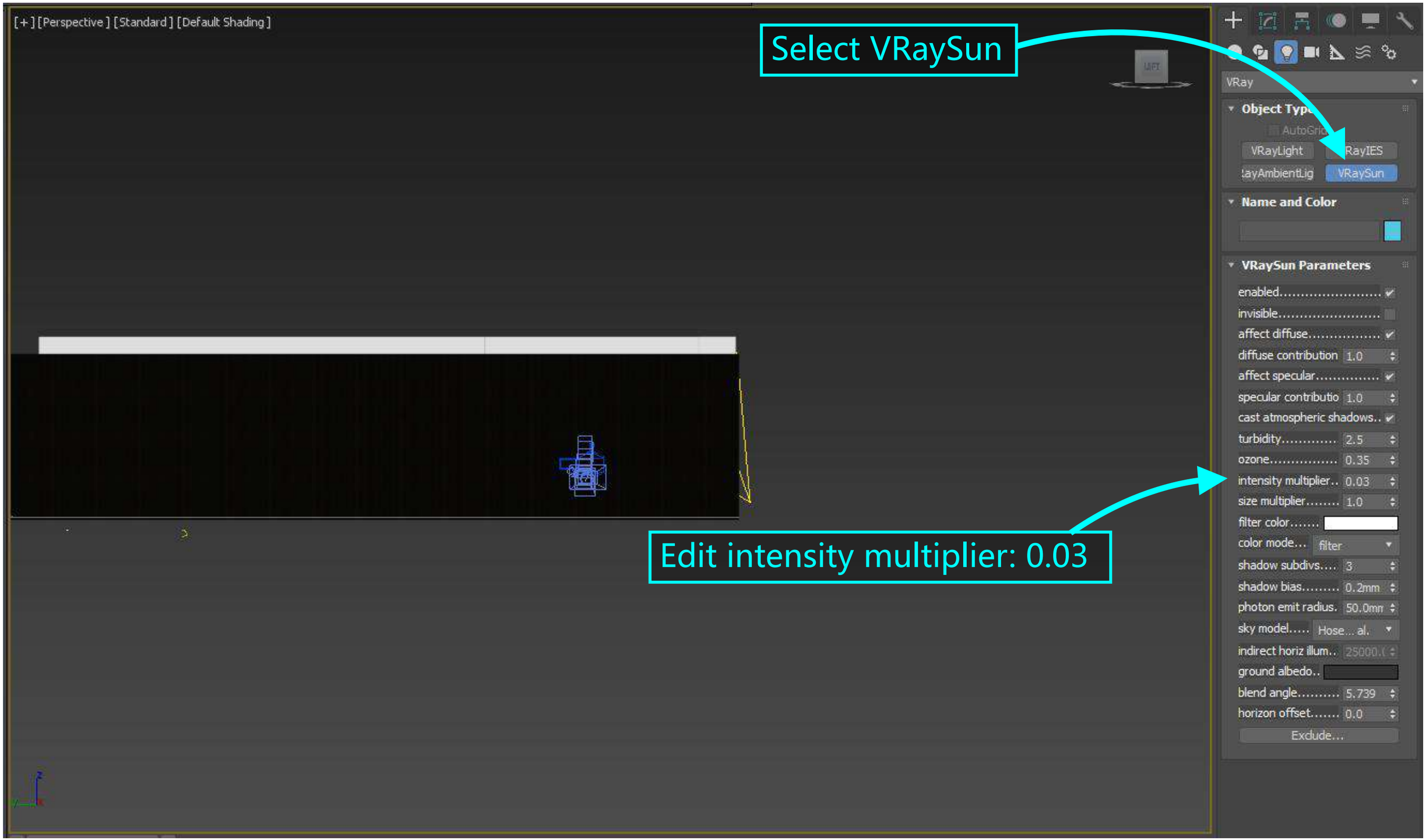


Click “Show correction control”

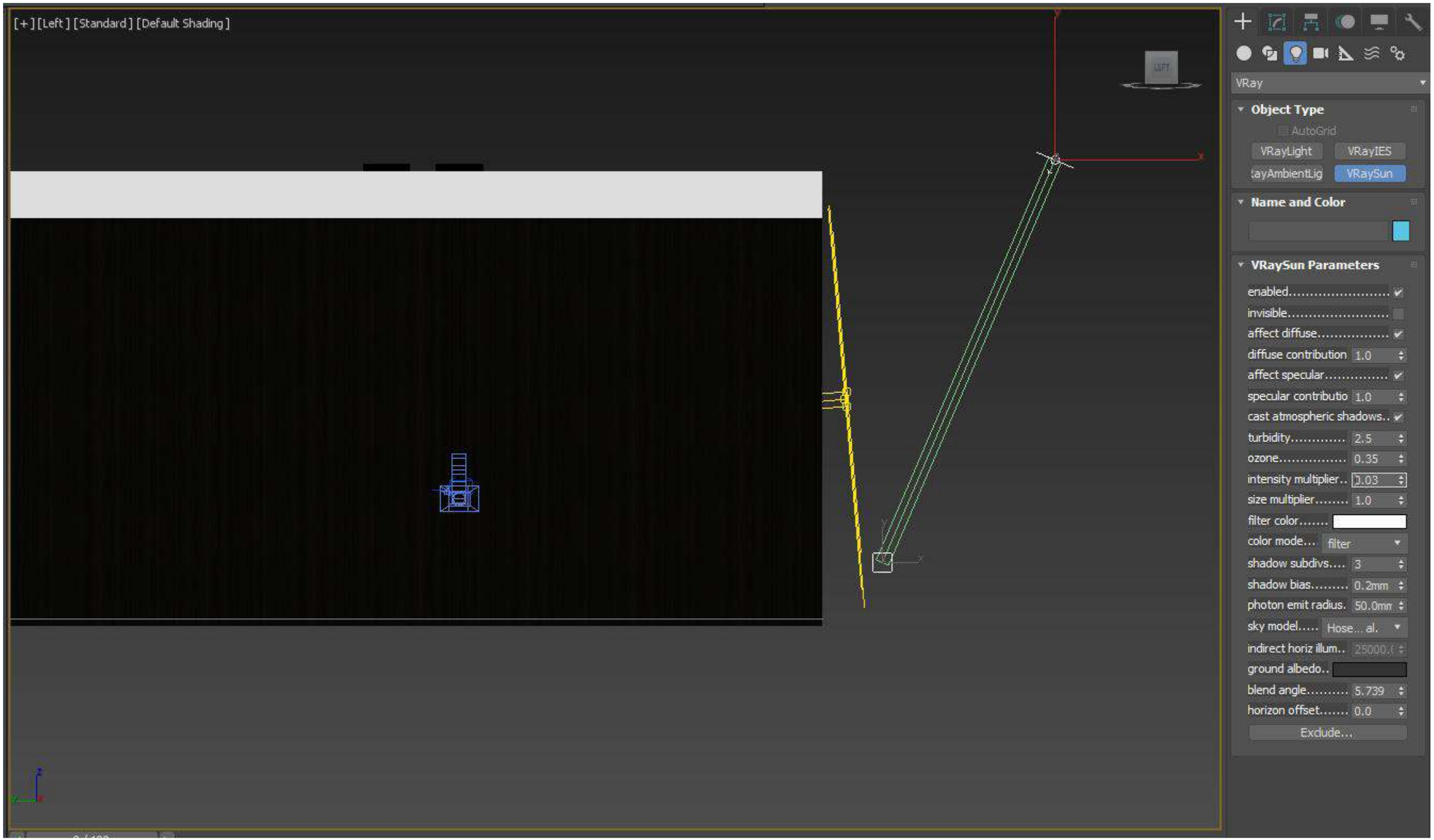


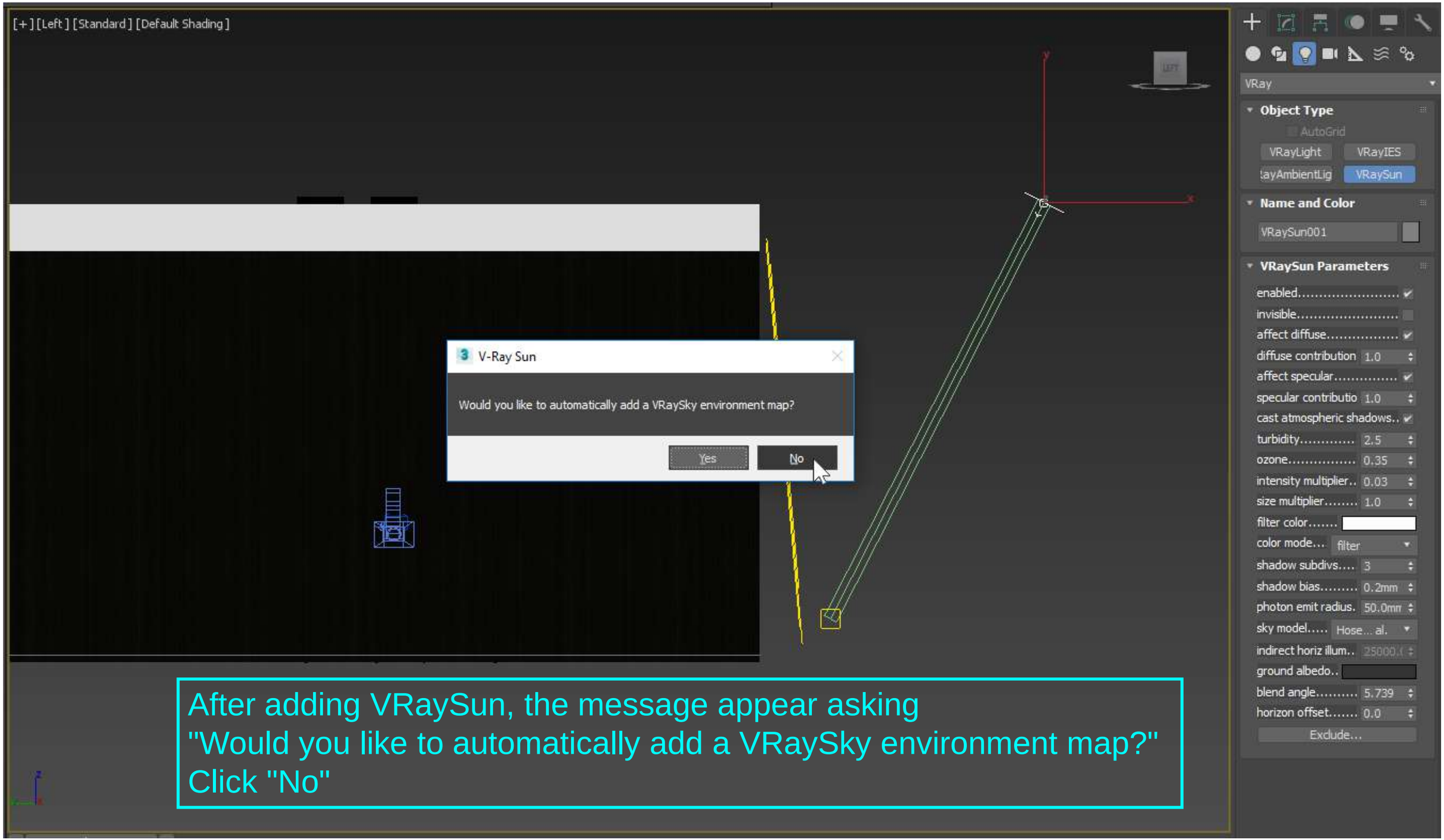
After this, add VRaySun

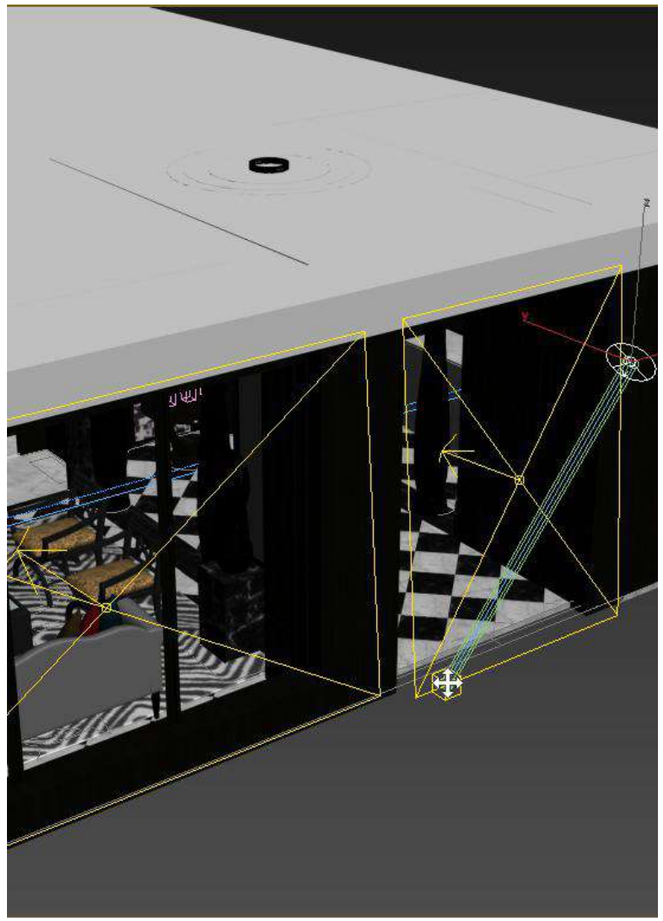

[+][Left][Standard][Default Shading]
Switch to orthographic view, press "Lights" and click VRay
Remember, before add VRay, you must switch to orthographic view
LEFT
VRay
Photometric
Standard
VRay
VRaySun
Name and Color
0 / 100

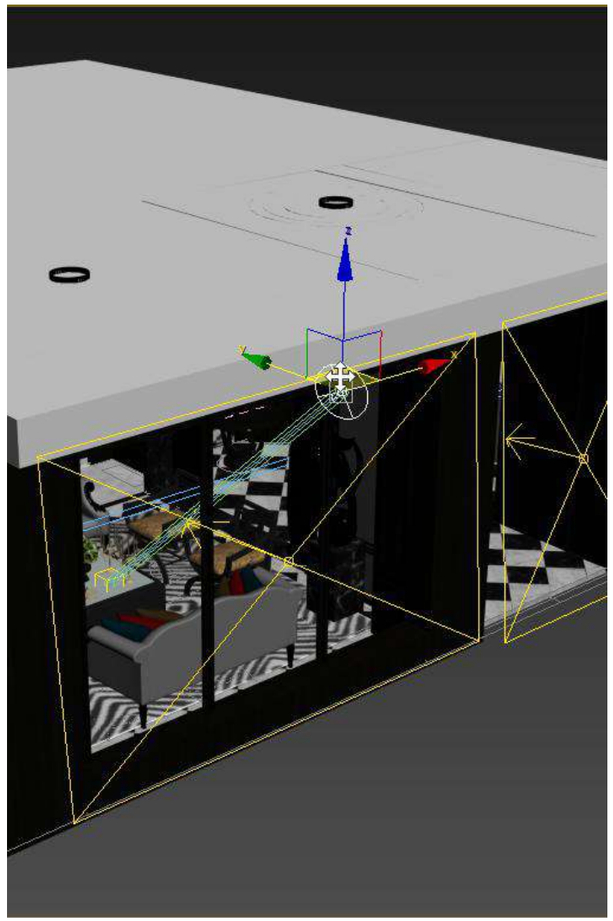

[+] [Perspective] [Standard] [Default Shading]
Select VRaySun
VRay
Object Type
AutoGrid
VRayLight
VRayIES
VRayAmbientLig
VRaySun
Name and Color
VRaySun Parameters
enabled
invisible
affect diffuse
diffuse contribution 1.0
affect specular
specular contributio 1.0
cast atmospheric shadows
turbidity 2.5
ozone 0.35
intensity multiplier 0.03
size multiplier 1.0
filter color
color mode filter
shadow subdivs 3
shadow bias 0.2mm
photon emit radius 50.0mm
sky model Hose... al.
indirect horiz illum
ground albedo
blend angle 5.739
horizon offset 0.0
Exclude...
Edit intensity multiplier: 0.03

Add VRaySun into viewport

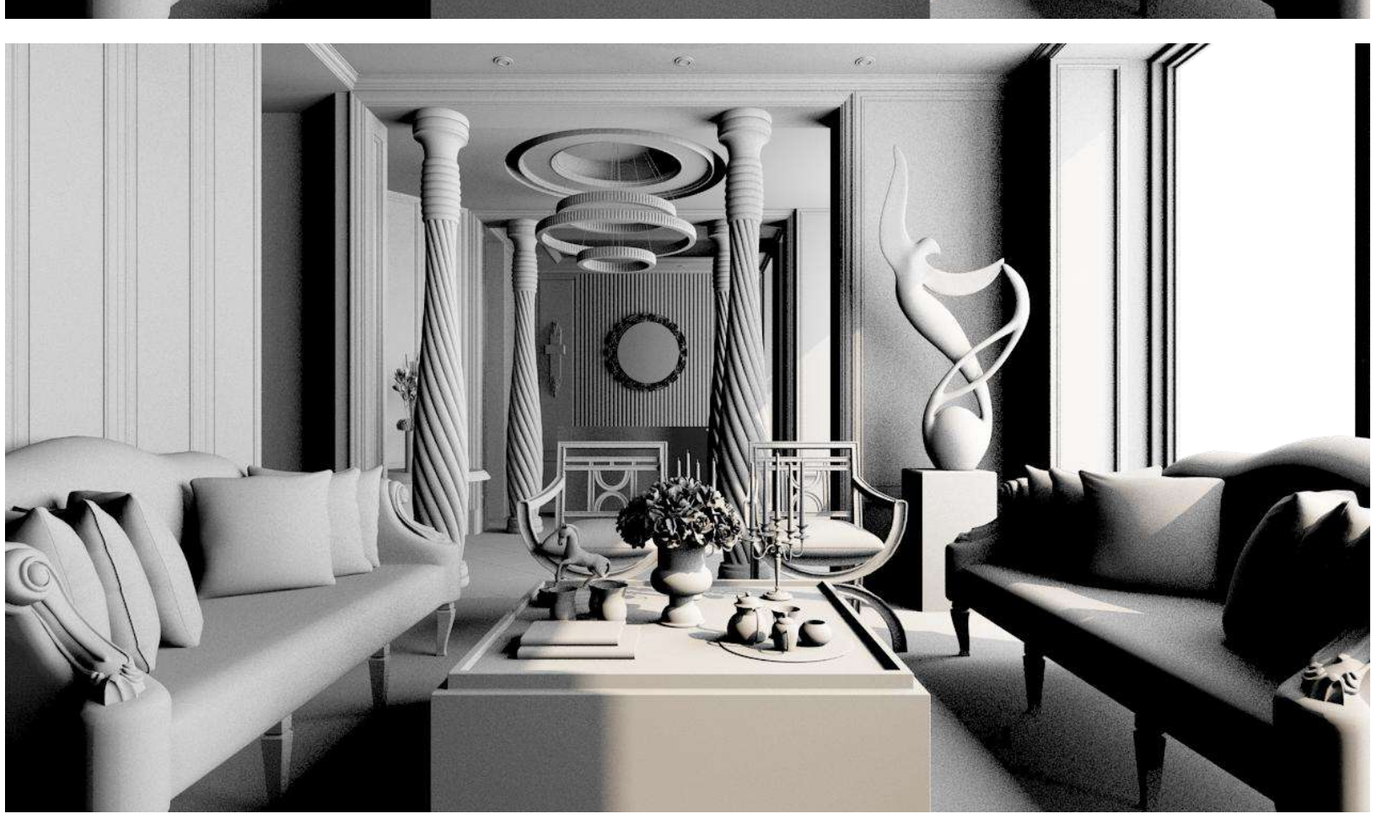



[+] [Left] [Standard] [Default Shading]
V-Ray Sun
Would you like to automatically add a VRaySky environment map?
Yes
No
VRay
Object Type
AutoGrid
VRayLight
VRayIES
!ayAmbientLig
VRaySun
Name and Color
VRaySun001
VRaySun Parameters
enabled
invisible
affect diffuse
diffuse contribution 1.0
affect specular
specular contributio 1.0
cast atmospheric shadows
turbidity 2.5
ozone 0.35
intensity multiplier 0.03
size multiplier 1.0
filter color
color mode filter
shadow subdivs 3
shadow bias 0.2mm
photon emit radius 50.0mm
sky model Hose... al.
indirect horiz illum
ground albedo
blend angle 5.739
horizon offset 0.0
Exclude...
After adding VRaySun, the message appear asking
"Would you like to automatically add a VRaySky environment map?"
Click "No"





Switch to "P" (Perspective), adjust VRaySun, and move the sunlight into the room

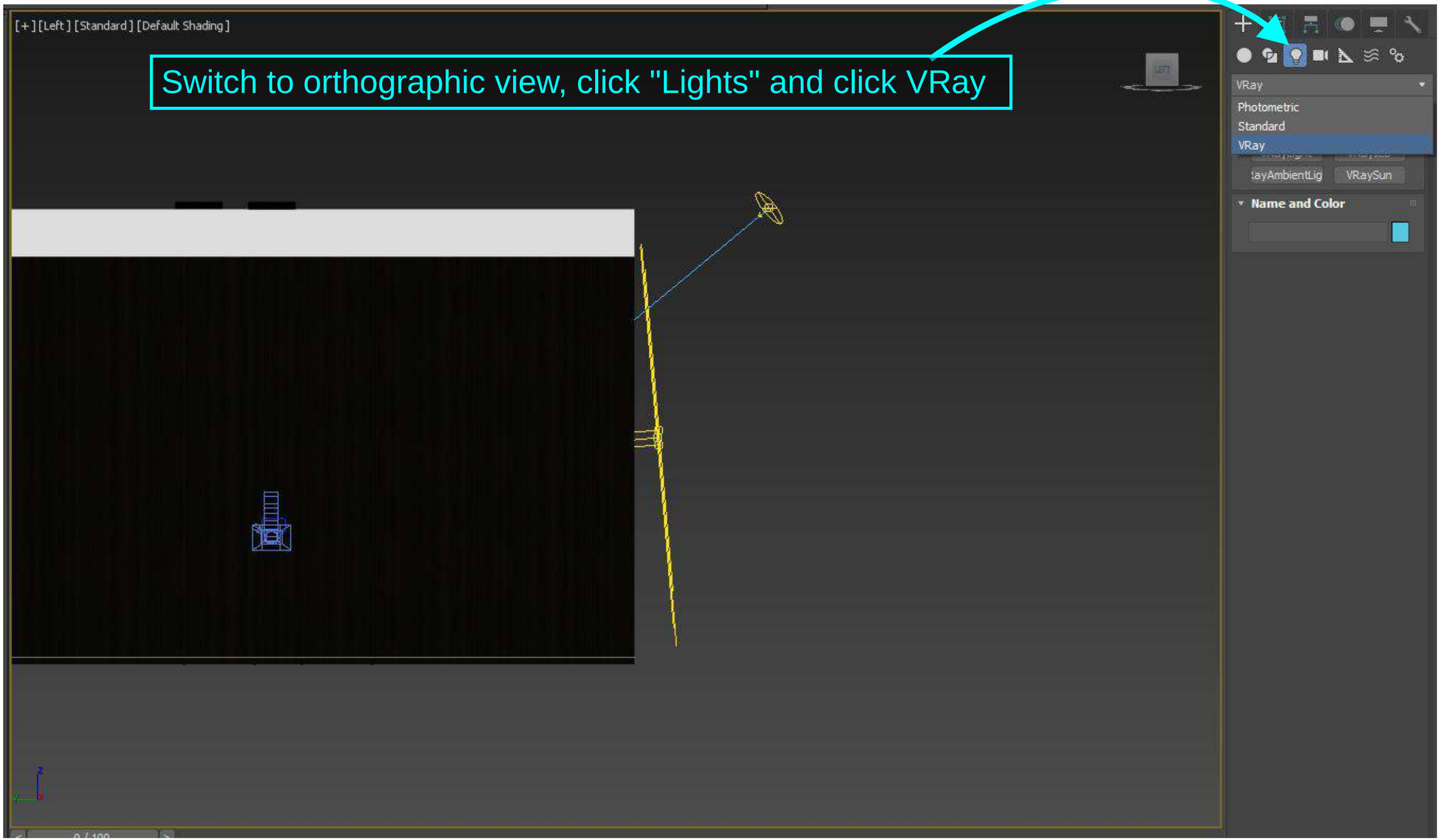


It depends on you where the sunlight hit the spot
If there is possible, set the VRaySun spot hit on "Rule of Third" or "Golden Ratio"

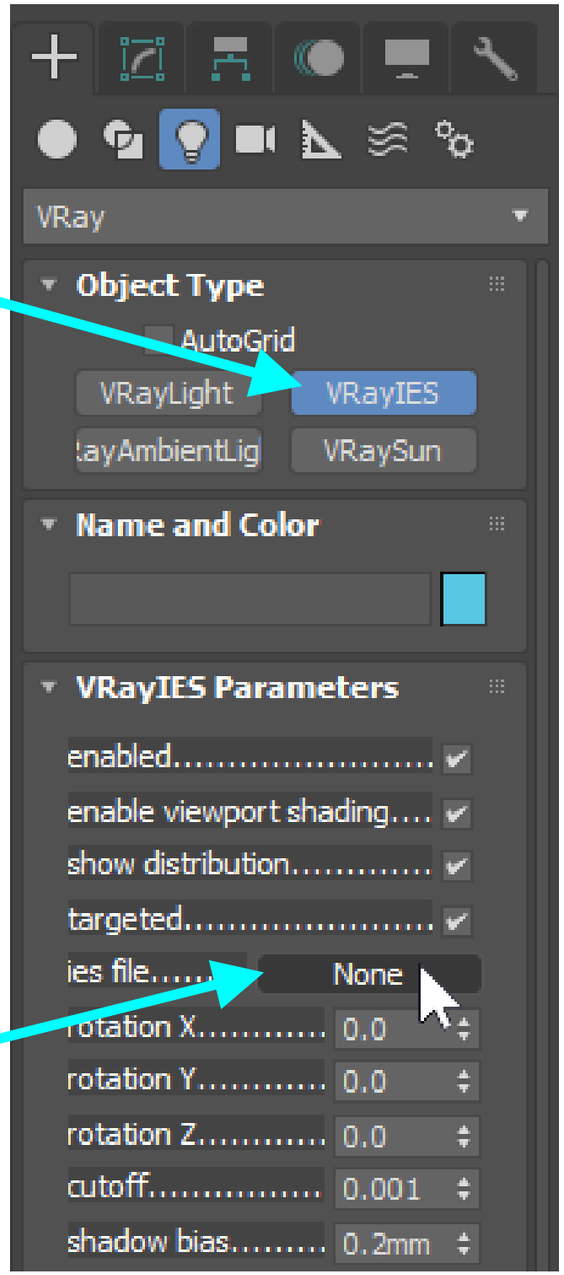
After finish rendering, the next step we going to VRayIES

VRayIES is the interior lights
First, there are two types of interior lights:

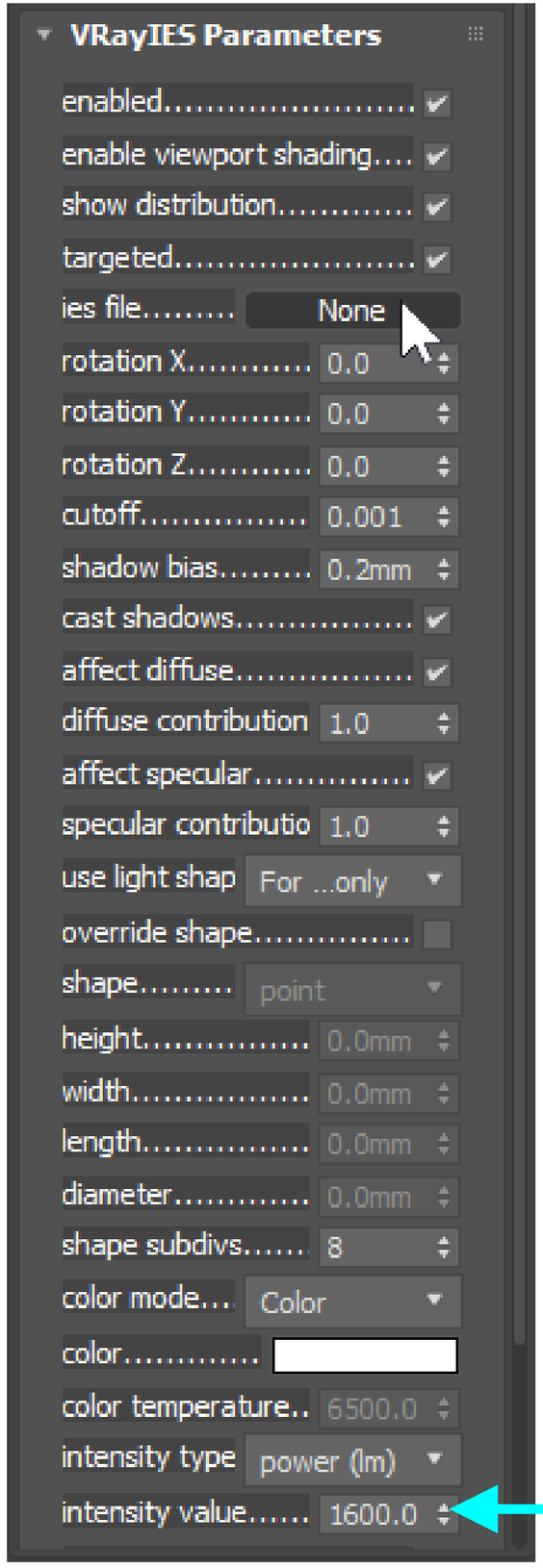
1. Fluorescent Lights - White Color
2. Decorative Lights - Yellow/Orange Color


[+][Left][Standard][Default Shading]
Switch to orthographic view, click "Lights" and click VRay
VRay
Photometric
Standard
VRay
VRaySun
Name and Color

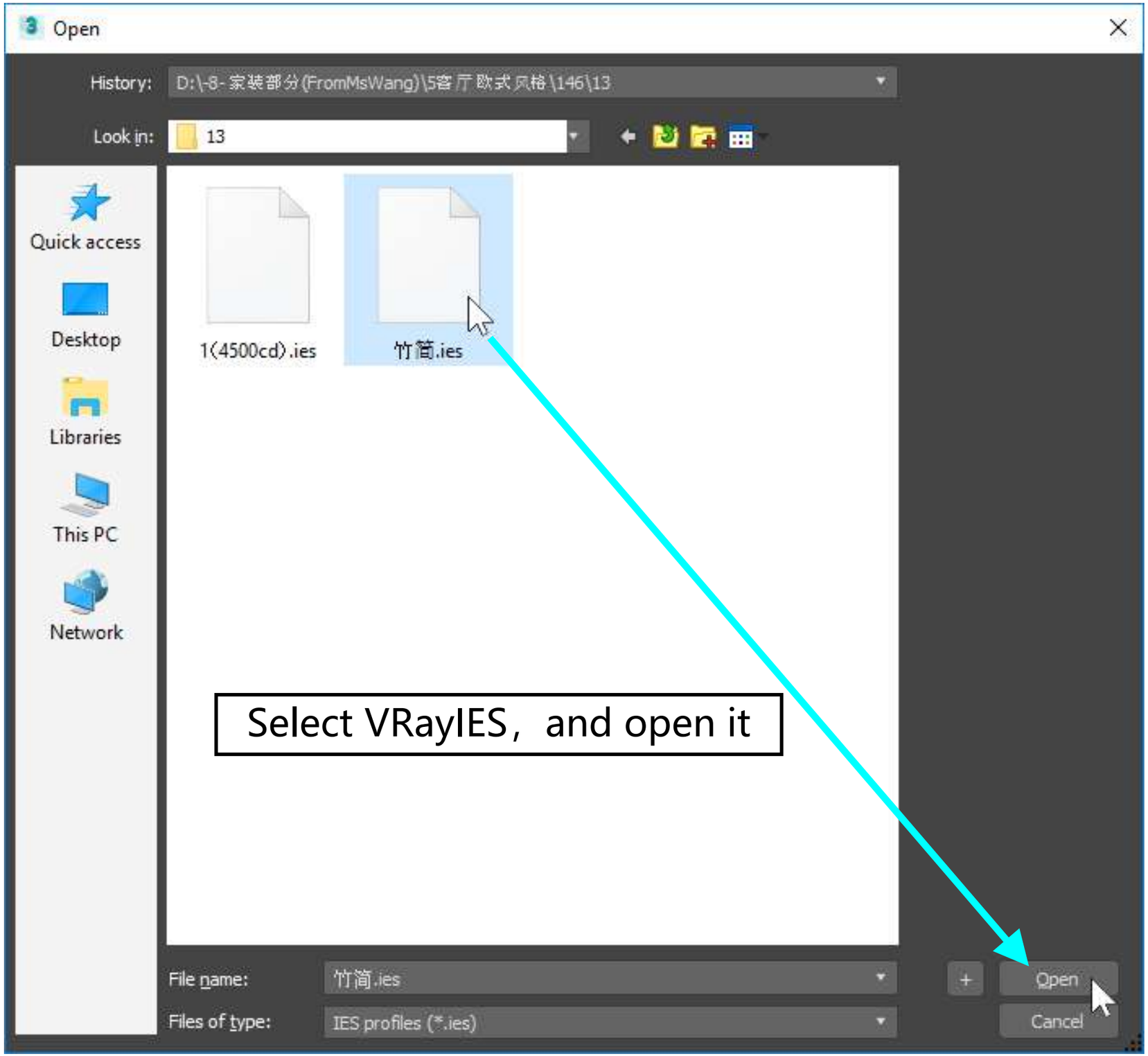
Select VRayIES

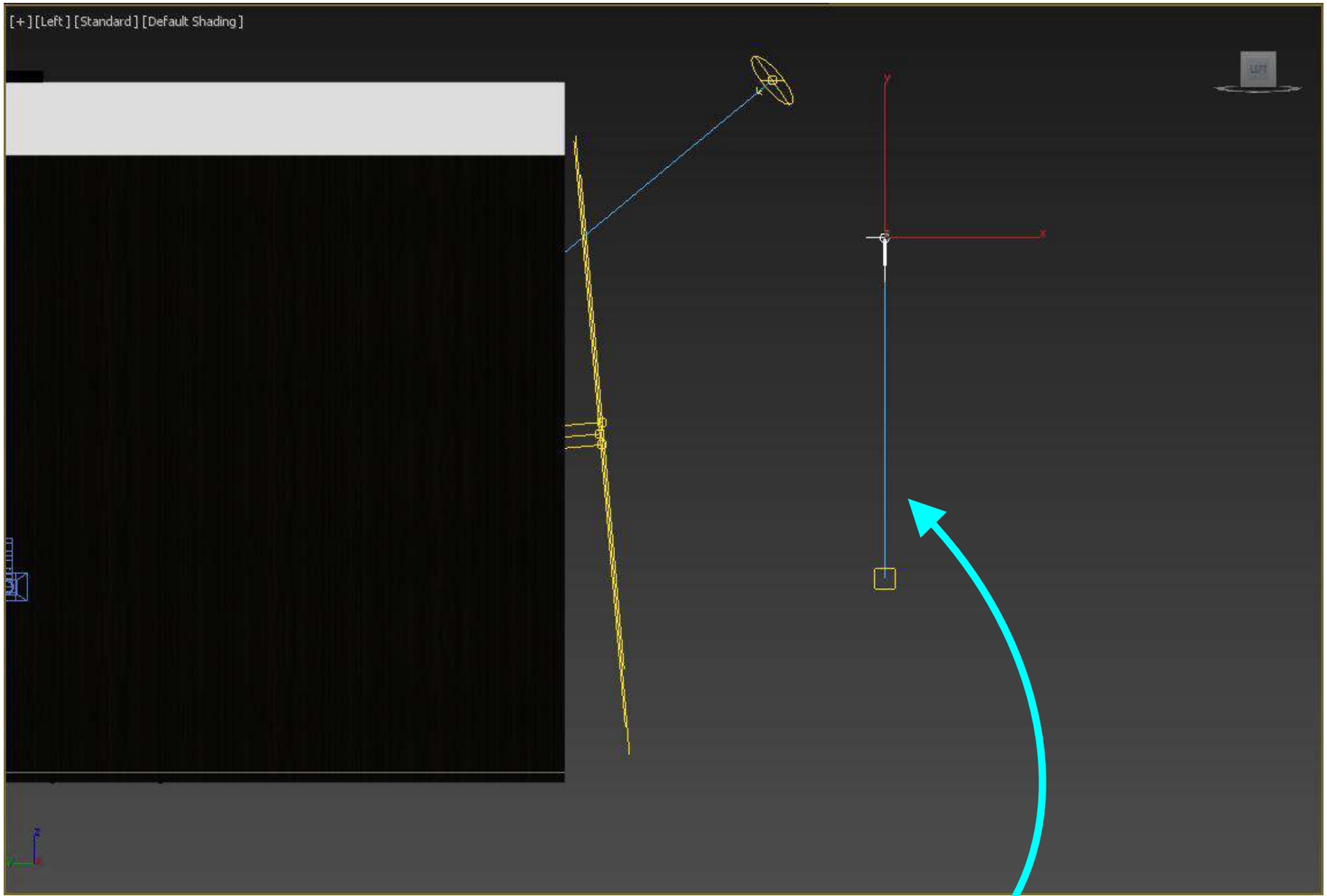


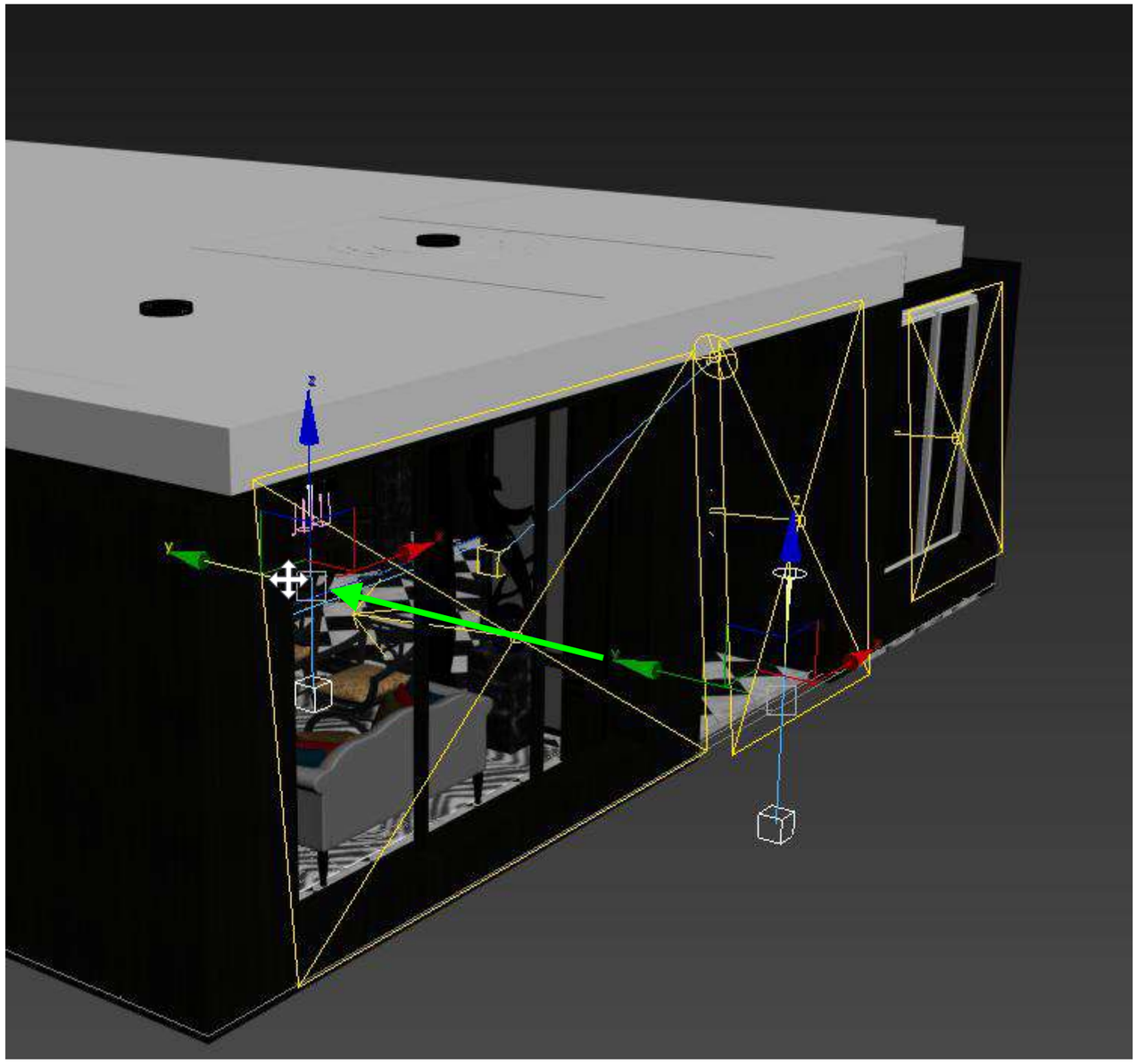
Add IES file



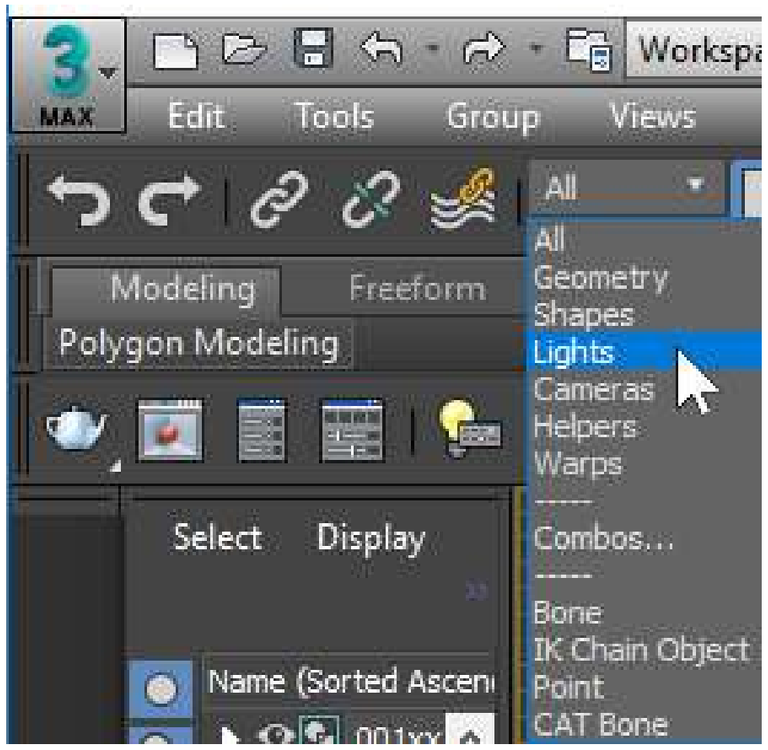
Intensity value: 1600.0

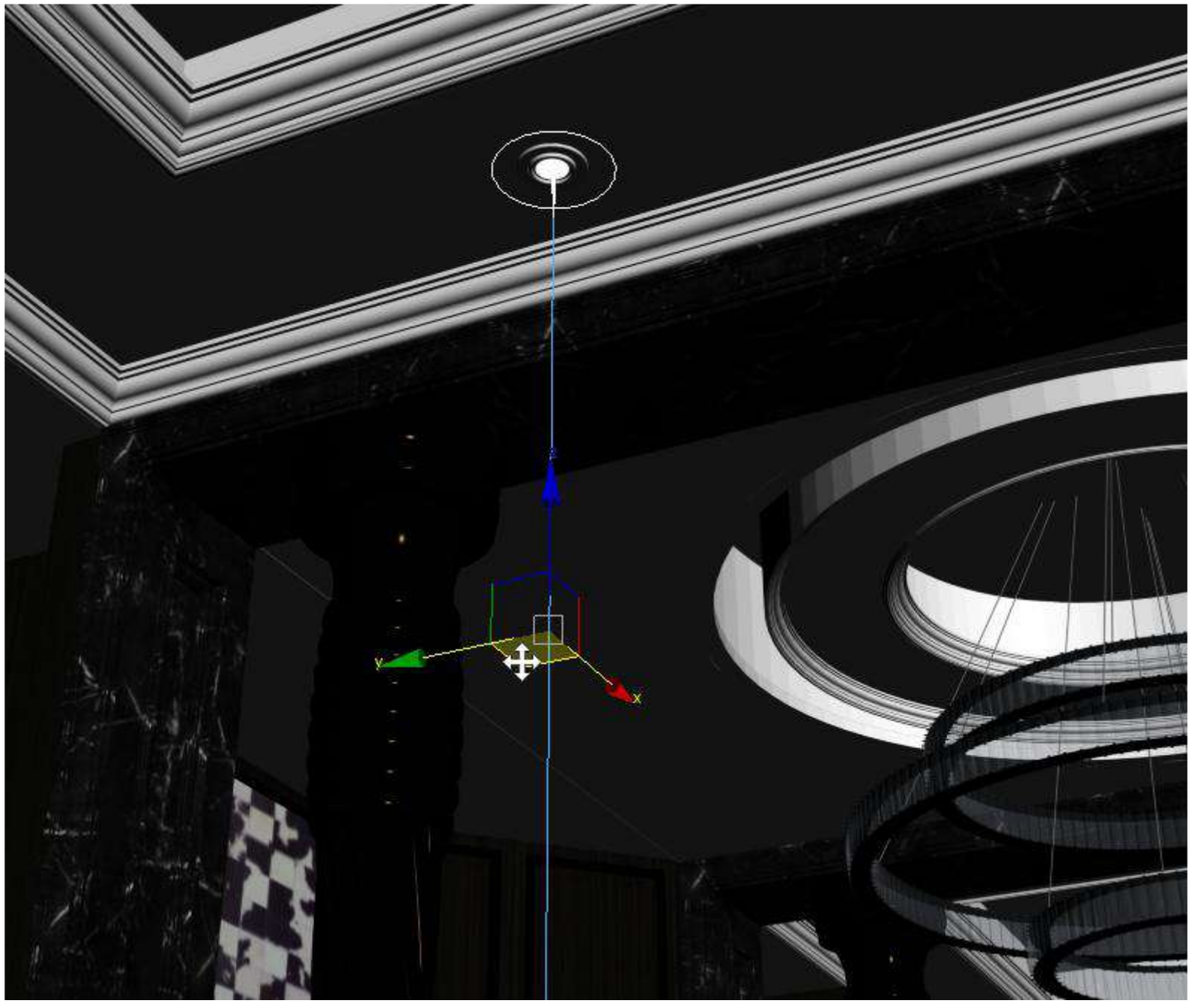

Open
History:
D:\-8- 家装部分(FromMsWang)\5客厅欧式风格\146\13
Look in:
13
Quick access
Desktop
Libraries
This PC
Network
1(4500cd).ies
竹简.ies
Select VRayIES，and open it
File name:
竹简.ies
Files of type:
IES profiles (*.ies)
Open
Cancel


[+] [Left] [Standard] [Default Shading]
Drag the VRayIES in viewport, later we move it into house

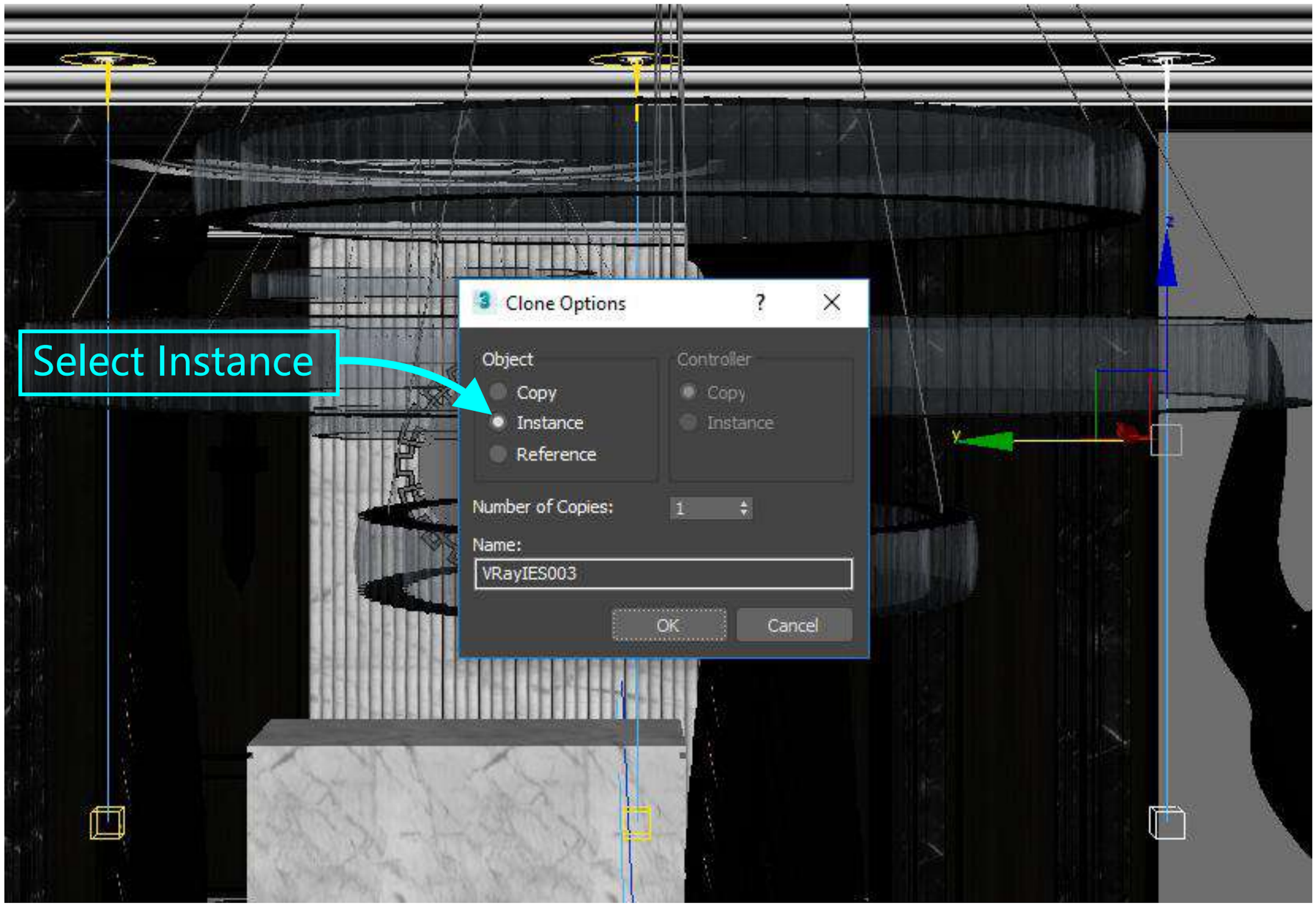


Moving VRayIES into house
And then switch to Lights
for adjustment

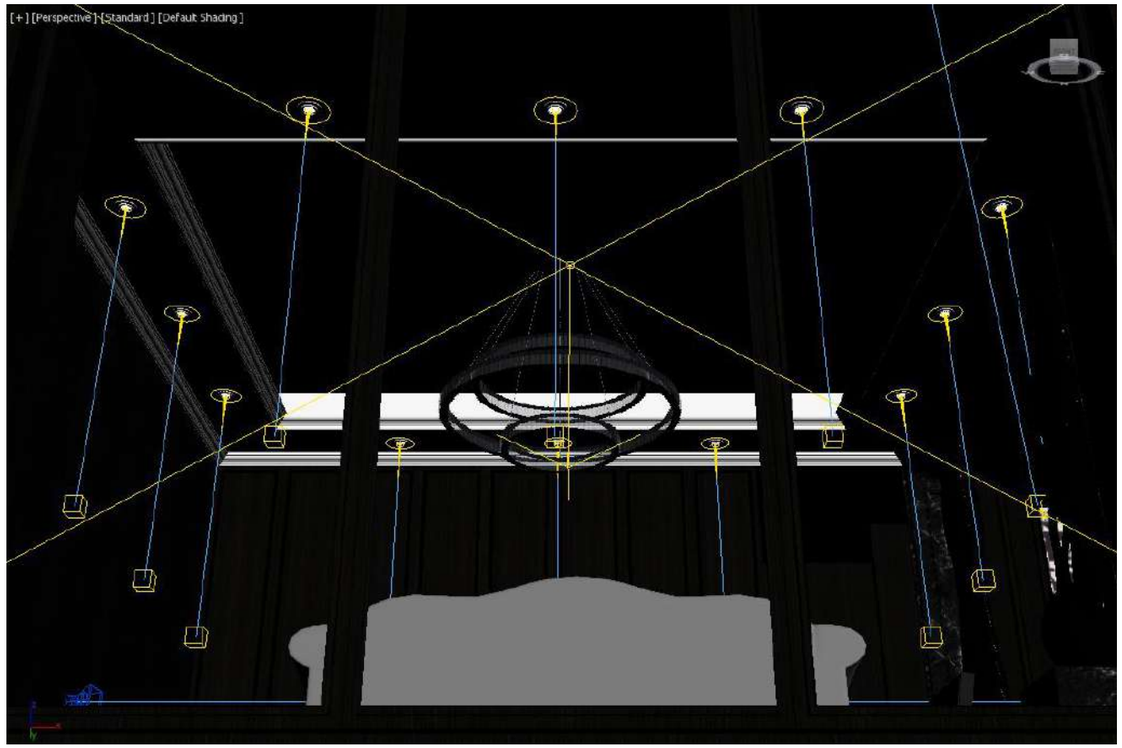


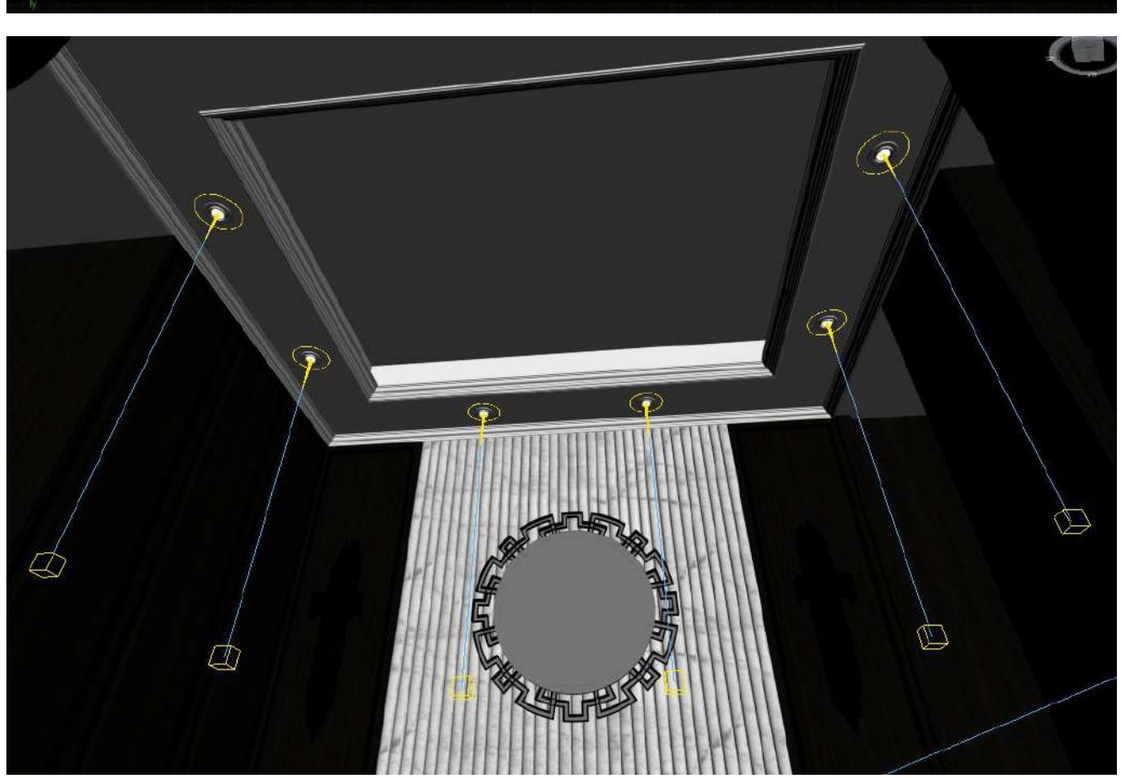


Carefully when moving VRayIES and adjust to correct position



Clone more and put them to other light bulbs

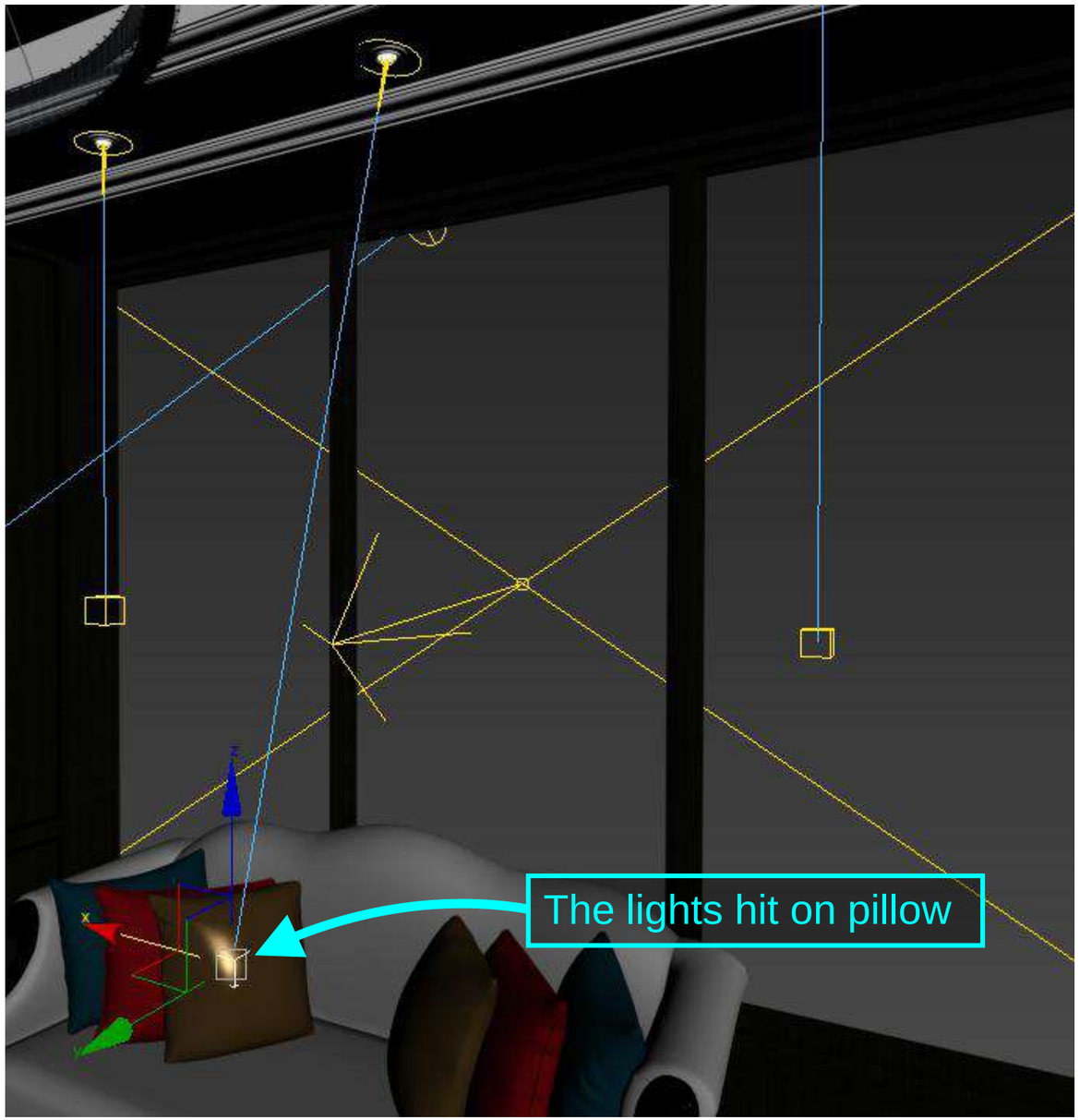




After finish clone

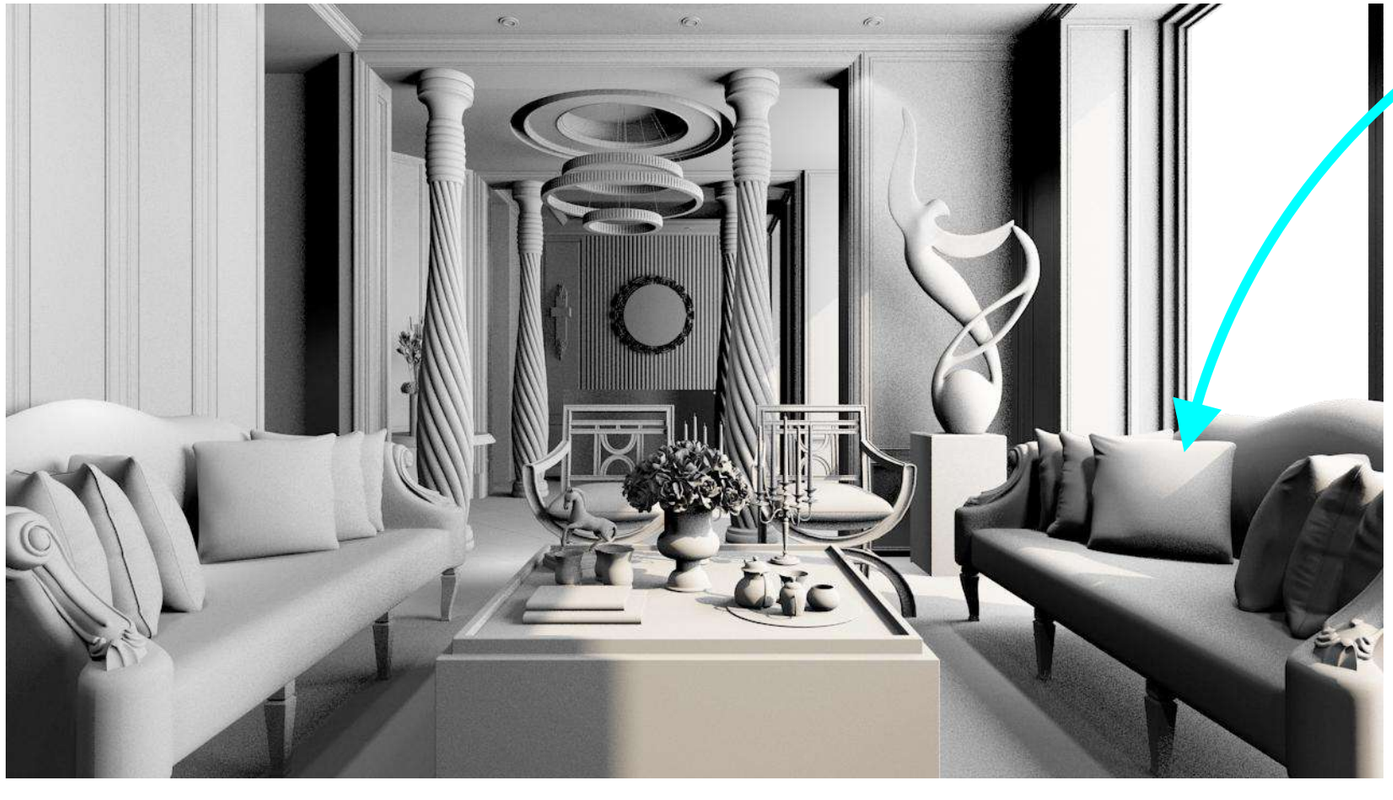
Now try to rendering

Eh? Only one light after rendering?
Don't worry, we can adjust the VRayIES direction



Try move the VRayIES on some object

And render it



Now you can see the difference

The next, it is up to you adjust the VRayIES target

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights

View

Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

Name (Sorted Ascen

[+] [PhysCamera001] [Standard] [Default Shading]

Here is my VRayIES

Modifier List

0 / 100

None Selected

Rendering Time 0:02:41

X: -6601.425r Y: -6340.085r Z: 0.0mm

Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Render

Save File

Settings Render Elements

Every Nth Frame:

Stop Cancel

done [00:01:08.7]

Auto Region Selected

Last Frame Time: 0:02:41
Elapsed Time: 0:00:00
Time Remaining: ??:??:??

Width: 1280
Height: 720
Pixel Aspect Ratio: 1.00000
Image Aspect Ratio: 1.77778
Render to Fields: No
Force 2-Sided: No
Compute Adv. Lighting: No

Super Black

ers\Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No
Dither Paletted: Yes
Dither True Color: Yes

Lights: 0
Shadow Mapped: 0
Ray Traced: 0

Create Now

Legacy 3ds Max Image File List (.ifl)

None Selected

Rendering Time 0:01:13

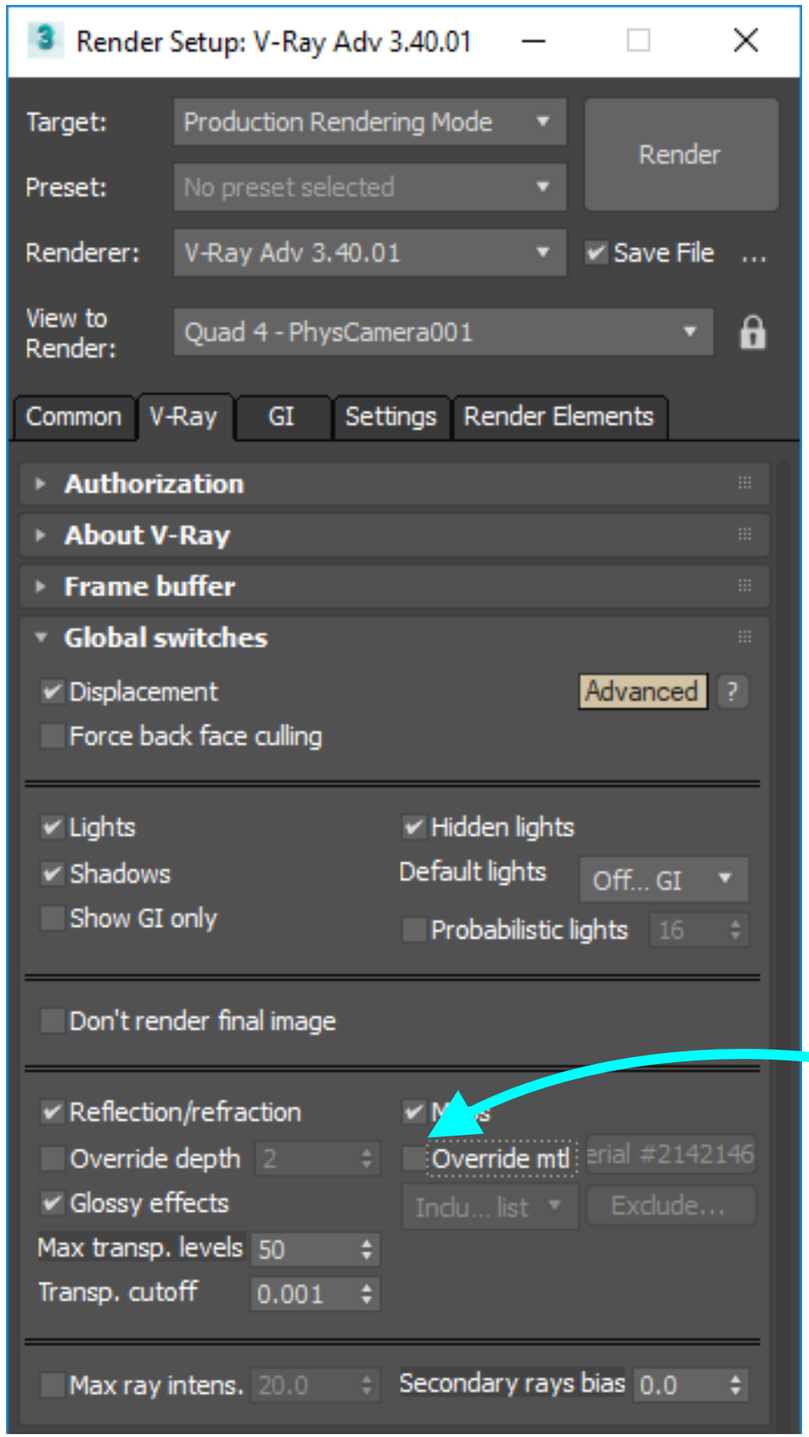
Grid = 10.0mm

Add Time Tag

Auto Key Set Key Key Filters...

Welcome to M

After finish rendering, we can try render it into color



Disable Override mtl

And click “Render”

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Render

3.40.01 Save File

PhysCamera001

Settings Render Elements

png Advanced

Stop Cancel

Hidden lights

...: done [00:02:38.2]

Probabilistic lights

Last Frame Time: 0:01:13

Elapsed Time: 0:00:00

Time Remaining: ??:??:??

Camera001 Width: 1280

Height: 720

Pixel Aspect Ratio: 1.00000

Image Aspect Ratio: 1.77778

Render to Fields: No

Force 2-Sided: No

Compute Adv. Lighting: No

Default

ers\Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No

Dither Paletted: Yes

Dither True Color: Yes

Lights: 0

Shadow Mapped: 0

Ray Traced: 0

5.5M

Wait unitil finish rendering

None Selected

Rendering Time 0:02:43

X: -6597.265r Y: -7569.248r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

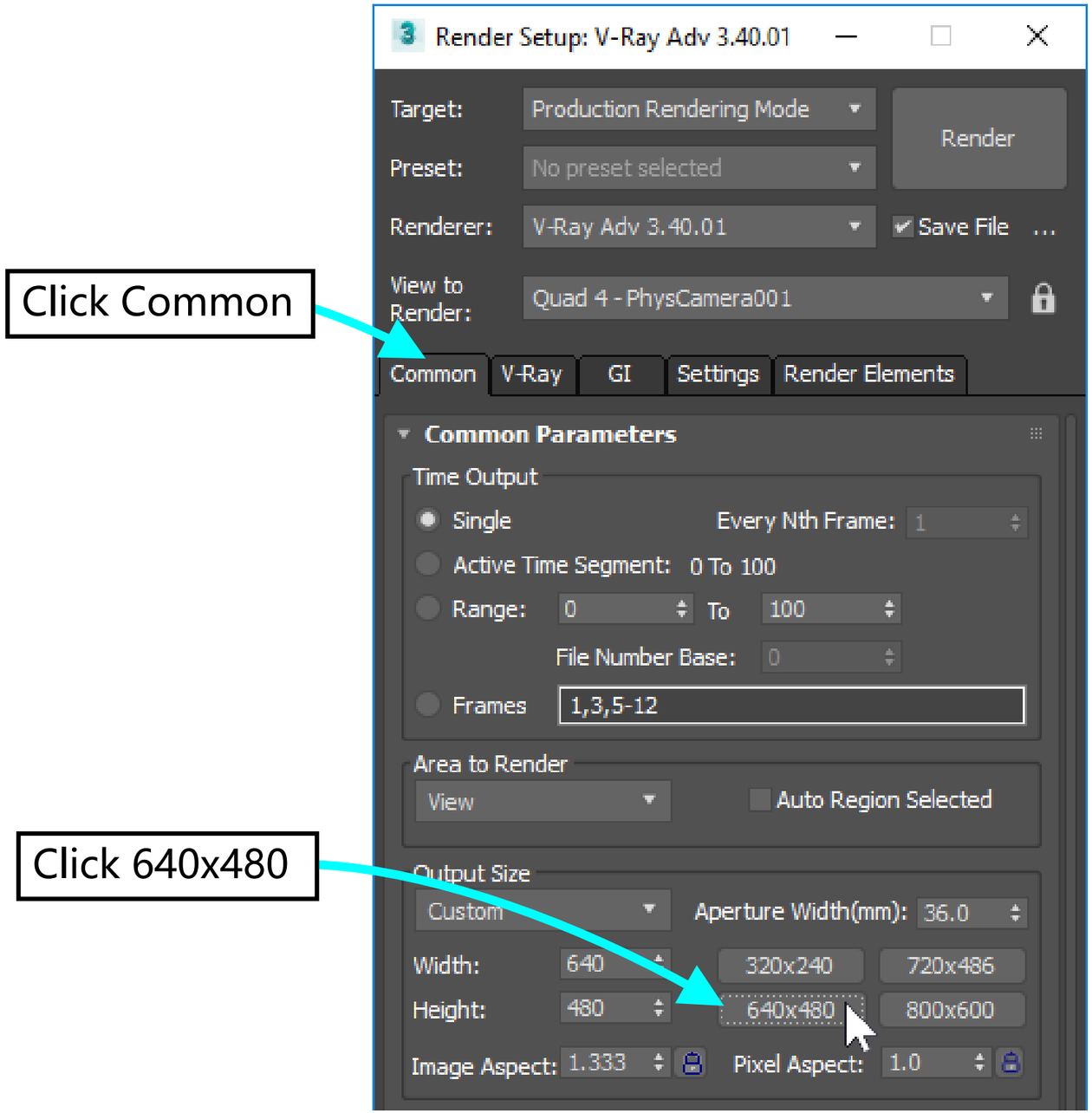
Set Key Key Filters...

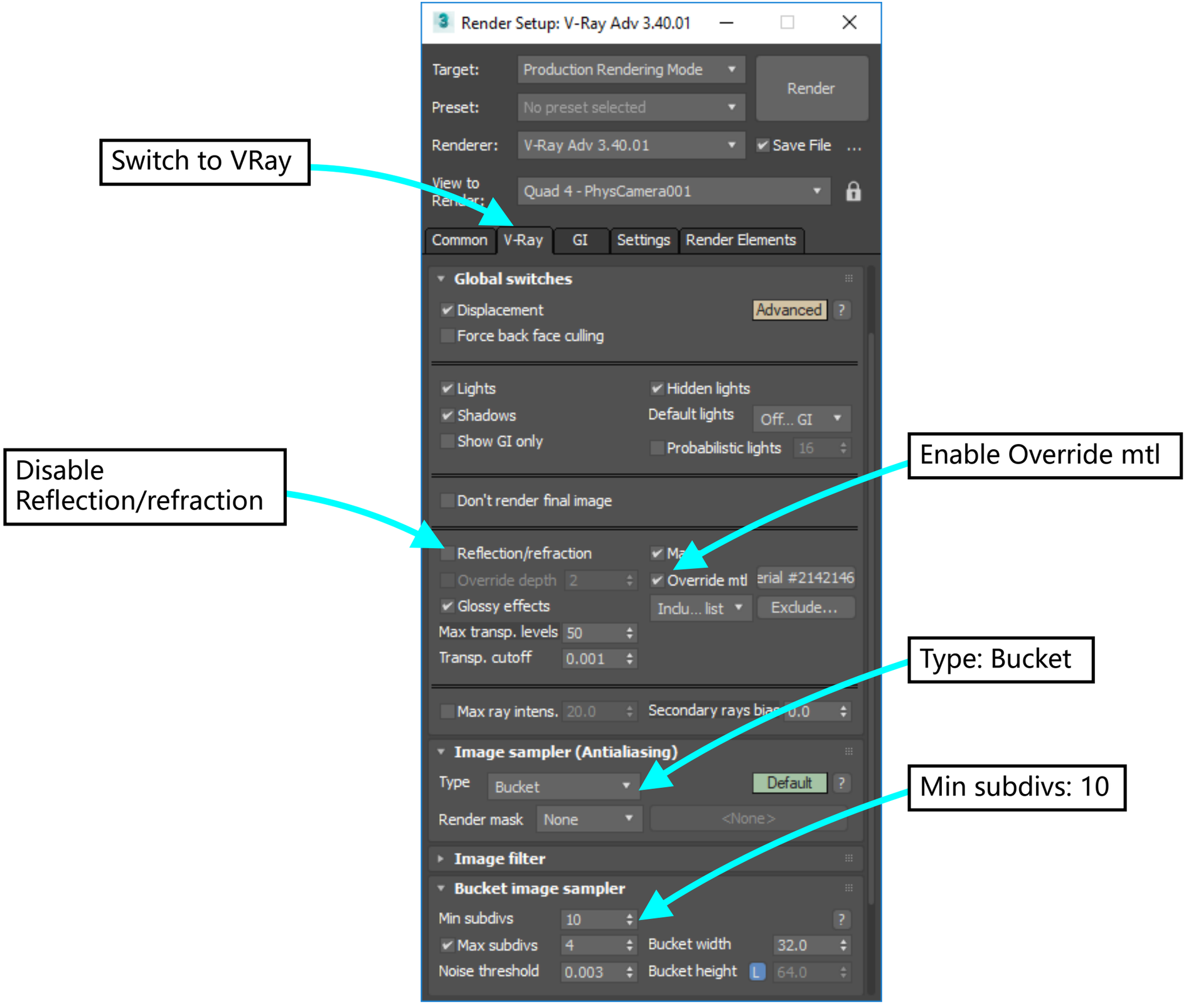
Welcome to M

Done

Next, we going to learn how to quick rendering in 2K HD image

First step, save white box (or grey rendering) 640 x 480 into irradiance map


Click Common
Click 640x480
Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Common Parameters
Time Output
Single
Every Nth Frame:
Active Time Segment:
0 To 100
Range:
To
File Number Base:
Frames
1,3,5-12
Area to Render
View
Auto Region Selected
Output Size
Custom
Aperture Width(mm):
Width:
Height:
320x240
720x486
640x480
800x600
Image Aspect:
Pixel Aspect:


Switch to VRay
Disable Reflection/refraction
Enable Override mtl
Type: Bucket
Min subdivs: 10
Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Global switches
Displacement
Advanced
Force back face culling
Lights
Hidden lights
Shadows
Default lights
Off... GI
Show GI only
Probabilistic lights
16
Don't render final image
Reflection/refraction
Override depth
2
Override mtl
Glossy effects
Max transp. levels
50
Transp. cutoff
0.001
Exclude...
Max ray intens.
20.0
Image sampler (Antialiasing)
Type
Bucket
Default
Render mask
None
<None>
Image filter
Bucket image sampler
Min subdivs
10
Max subdivs
4
Bucket width
32.0
Noise threshold
0.003
Bucket height
64.0

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Workspace: Default

Type a keyword or phrase

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Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

[+] [PhysCamera001] [Standard] [Default shading]

After finish adjust, now try to render

V-Ray frame buffer - [100% of 640 x 480]

RGB color

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image... [00:01:05.7] [00:01:05.9 est]

Common Parameters

Rendering Progress:

Frame # 0 Last Frame Time: 0:01:21

1 of 1 Total Elapsed Time: 0:00:00

Pass # 1/1 Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 640

Start Time: 0 Height: 480

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.33333

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:2294.2M Ray Traced: 0

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01 Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Frame buffer

Global switches

Displacement Advanced

Force back face culling

Lights Hidden lights

Shadows Default lights Off... GI

Show GI only Probabilistic lights 16

Don't render final image

Reflection/refraction Maps

Override depth 2 Override mtl erial #2142146

Glossy effects Inclu... list Exclude...

Max transp. levels 50

Transp. cutoff 0.001

Max ray intens. 20.0 Secondary rays bias 0.0

Image sampler (Antialiasing)

Type Bucket Default

Render mask None <None>

Image filter

0 / 100

None Selected

Rendering Time 0:01:21

Welcome to Mi

X: -6844.04mi Y: -6133.424r Z: 0.0mm Grid = 10.0mm

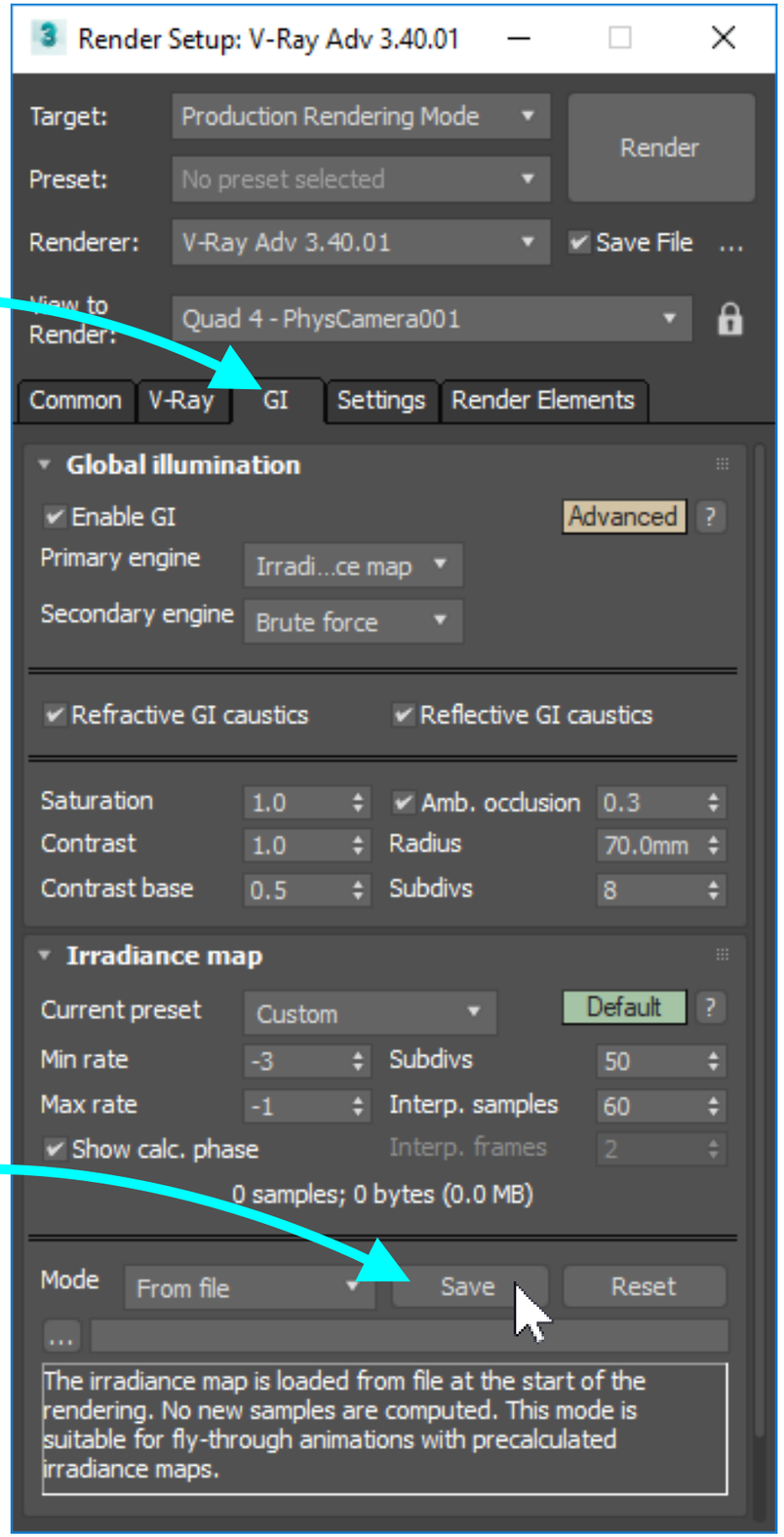
Add Time Tag

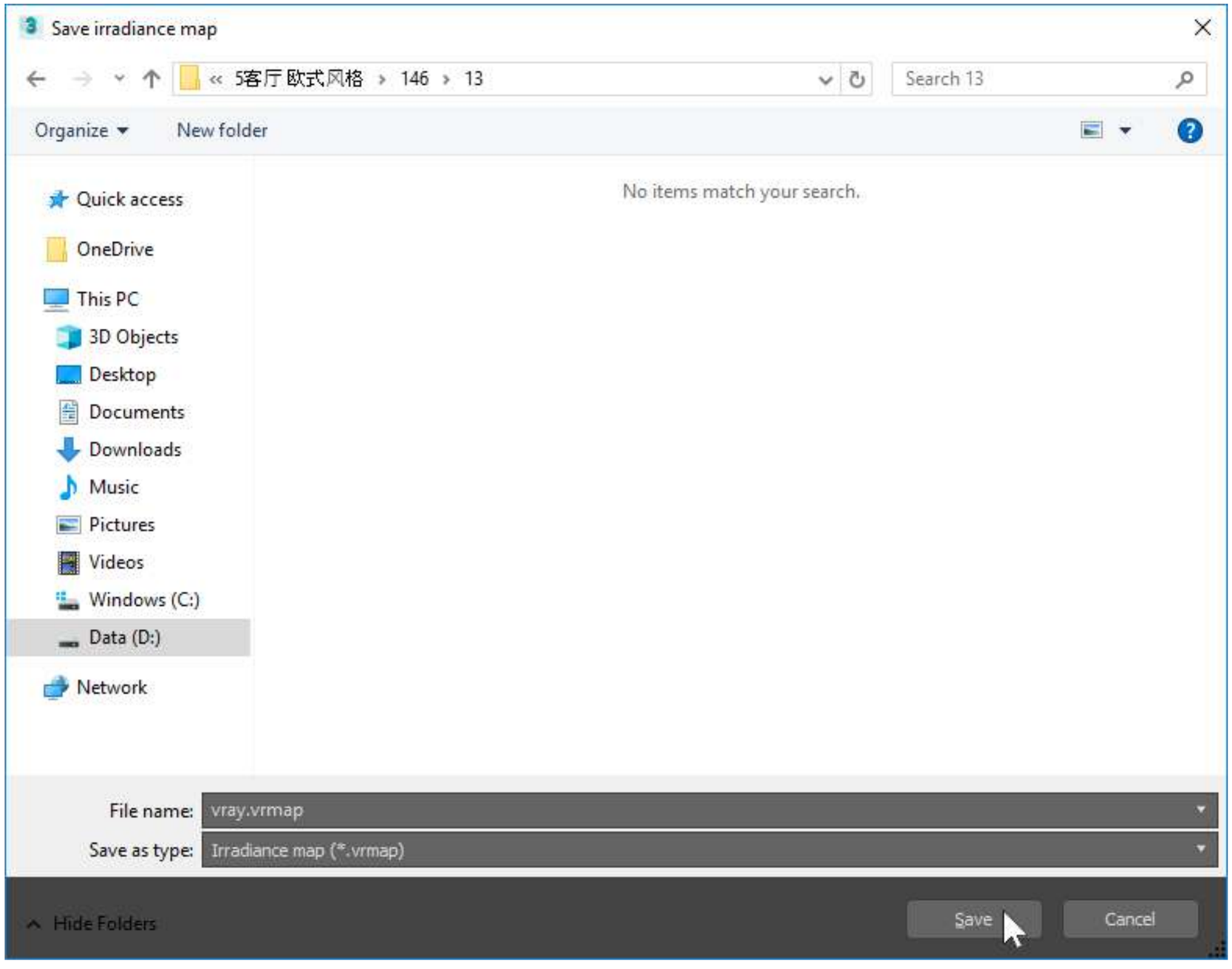
Auto Key Selected

Set Key Key Filters...

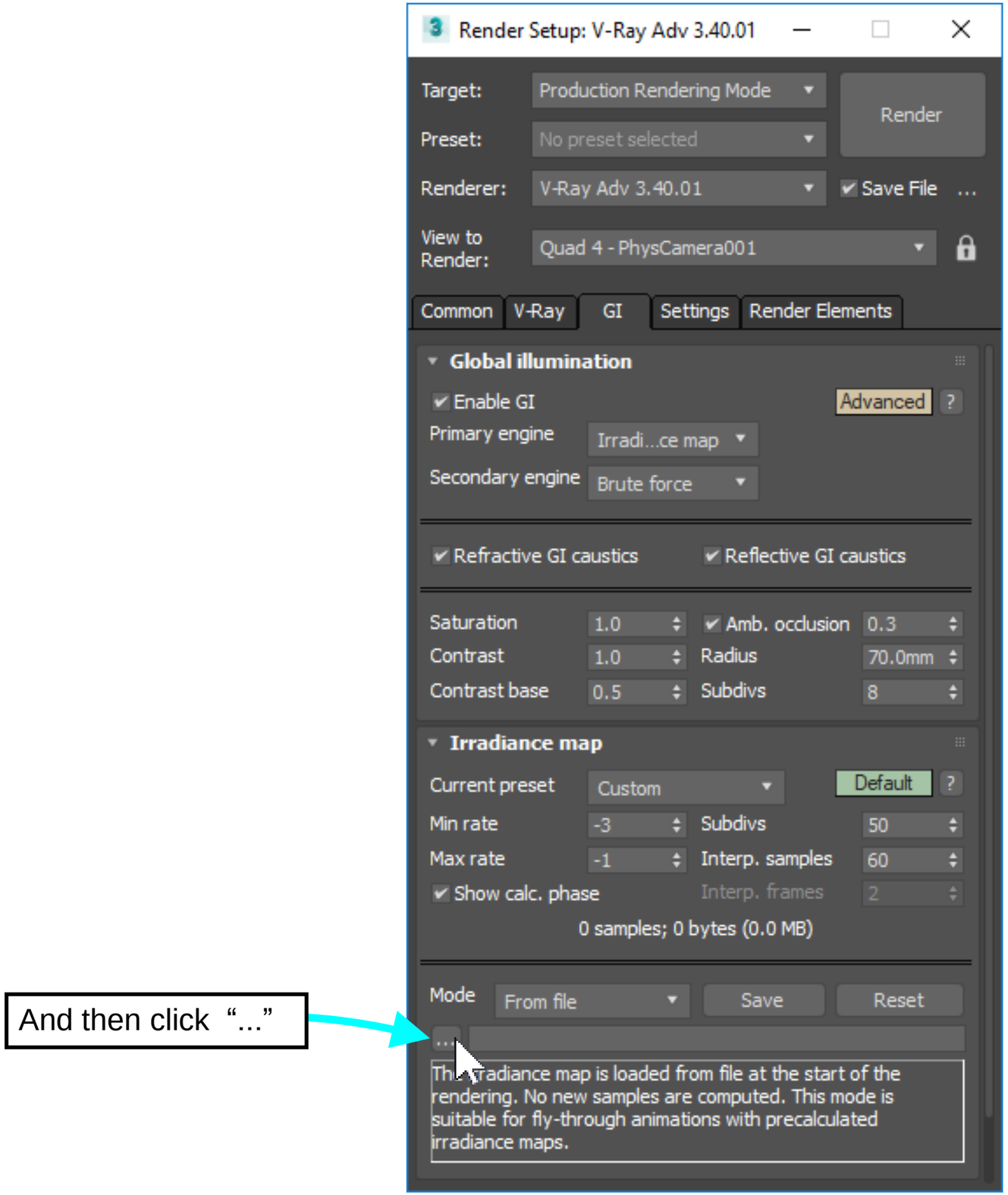
After finish render, switch to **GI**

Under Irradiance map, click Save

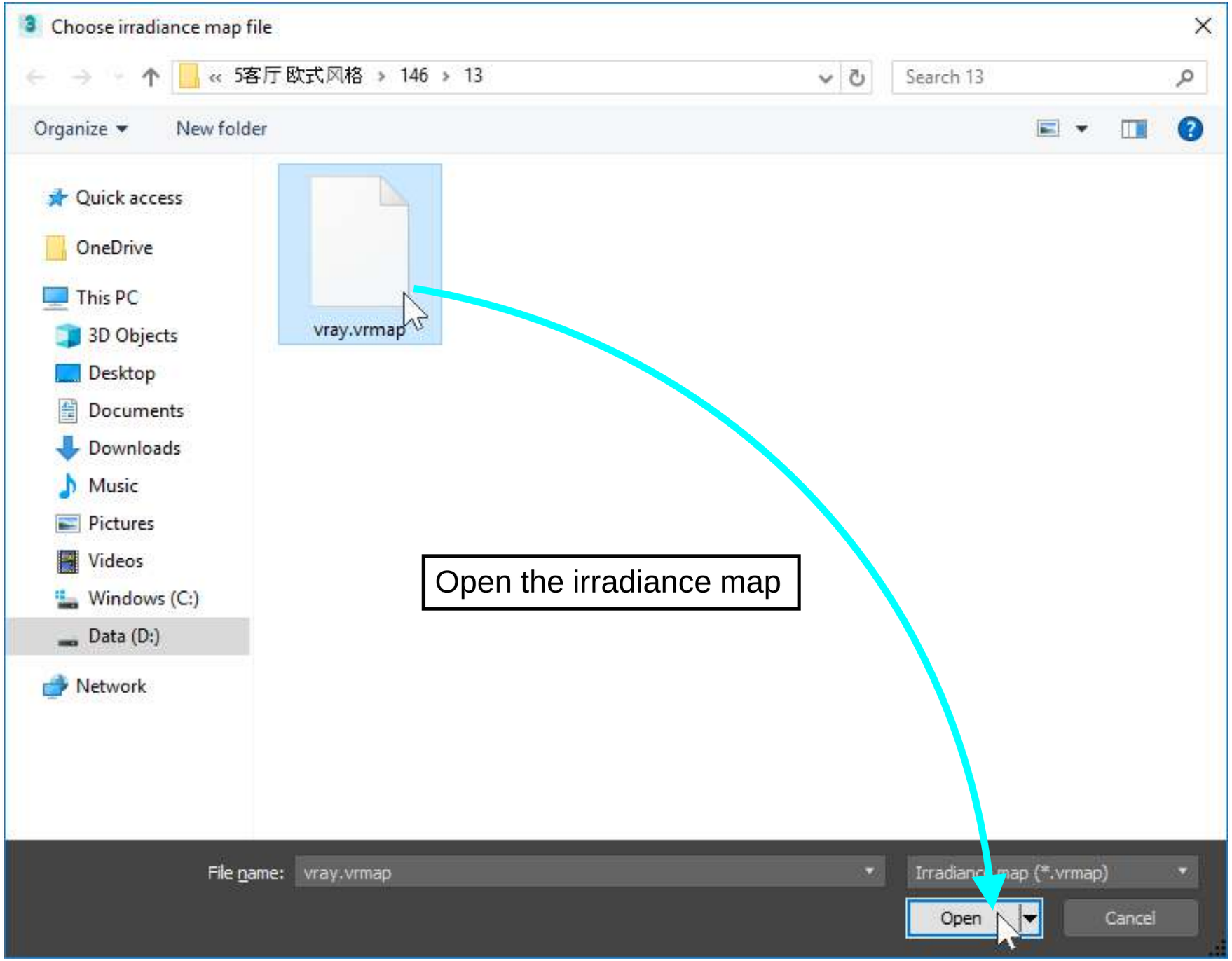




Save irradiance map



And then click "..."

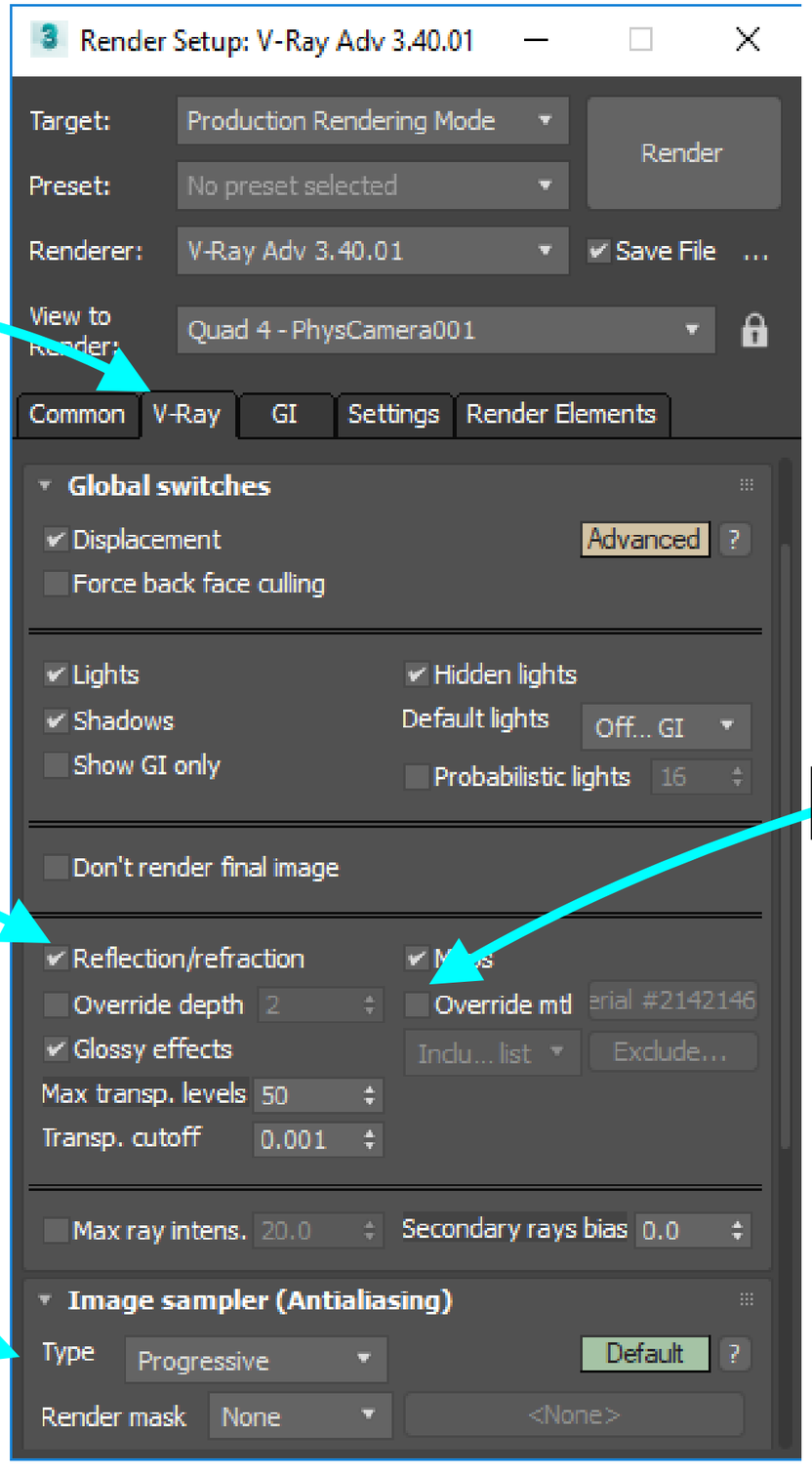

Choose irradiance map file
« 5客厅 欧式风格 › 146 › 13
Search 13
Organize
New folder
Quick access
OneDrive
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
vray.vrmap
Open the irradiance map
File name:
vray.vrmap
Irradiance map (*.vrmap)
Open
Cancel

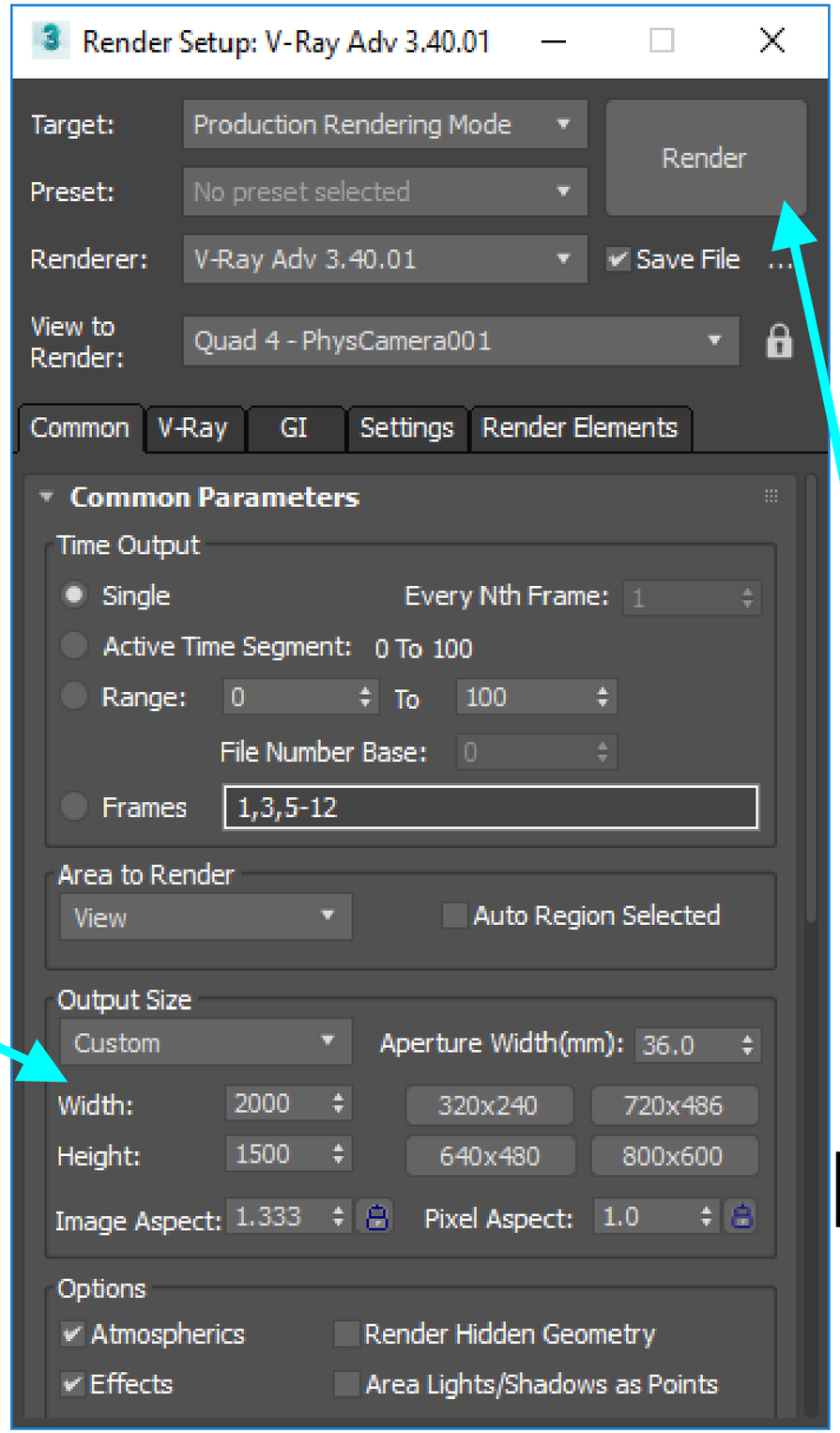
Switch to VRay

Enable Reflection/refraction

Change to Progressive

Disable Override mtl





Change to 2000x1500

And then click render

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Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [50% of 2000 x 1500]

RGB color

The render speed very quick, but the quality isn't good

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Render

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01 Save File ...

View to Render: Quad 4 - PhysCamera001

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image (pass 2) [00:00:58.7] [00:01:00.5 est]

Common Parameters

Rendering Progress:

Frame # 0 Last Frame Time: 0:01:07

1 of 1 Total Elapsed Time: 0:00:00

Pass # 1/1 Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 2000

Start Time: 0 Height: 1500

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.33333

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:3577.8M Ray Traced: 0

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Rendering Time 0:01:07

X: -6632.186r Y: -5965.165r Z: 0.0mm Grid = 10.0mm

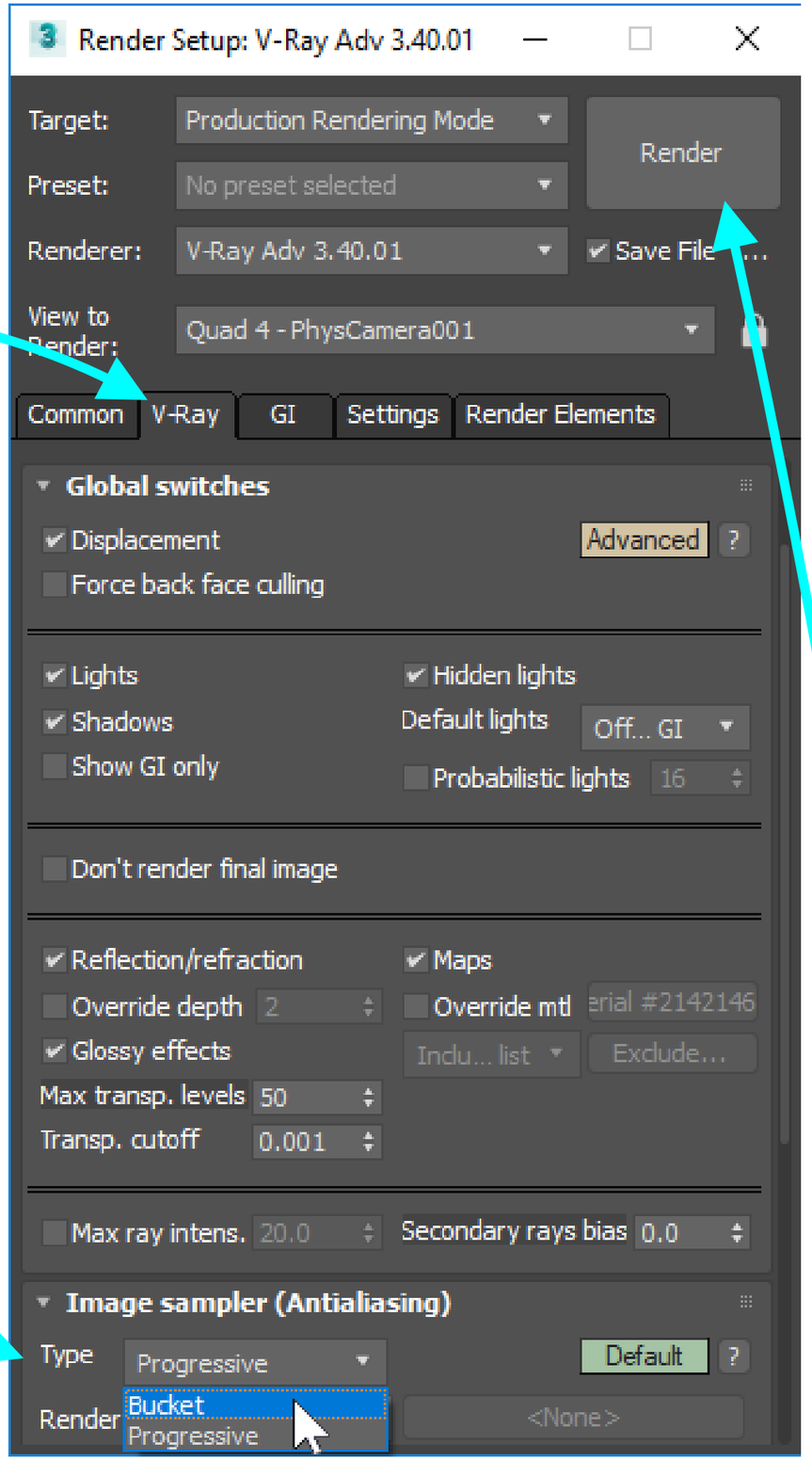
Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to M

Click VRay



Change the Progressive → Bucket

And then click render

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

V-Ray frame buffer - [50% of 2000 x 1500]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Global switches

Displacement Advanced ?

Force back face culling

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image... [00:21:53.0] [00:21:53.7 est]

Common Parameters

Rendering Progress:

Frame # 0 Last Frame Time: 0:01:09

1 of 1 Total Elapsed Time: 0:00:00

Pass # 1/1 Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 2000

Start Time: 0 Height: 1500

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.33333

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:2436.4M Ray Traced: 0

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Rendering Time 0:01:09

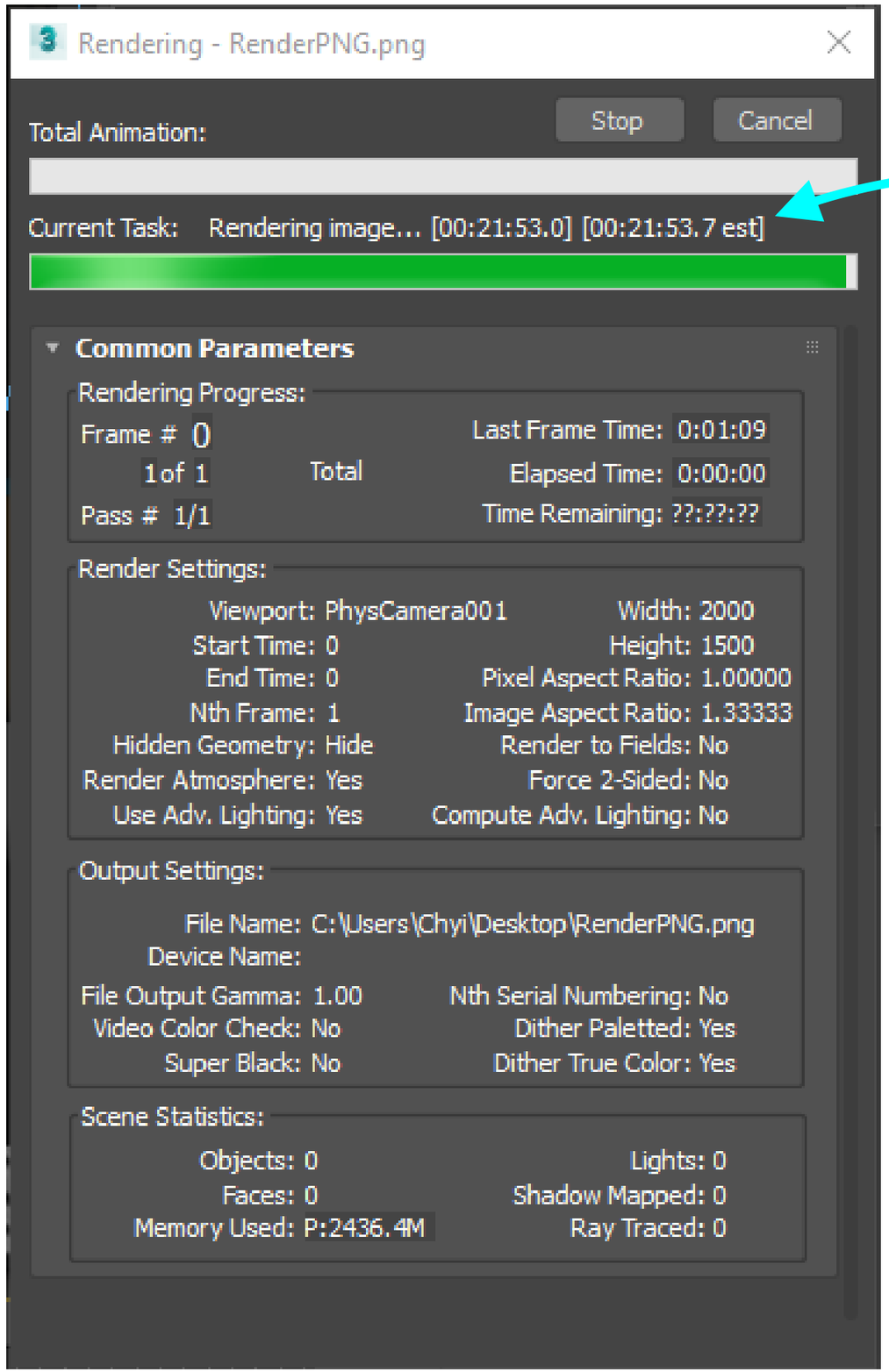
X: -7251.821r Y: -5954.345r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi



Use about 22 minutes to render